

FIG. 2

Sp

SITE PROFILER: VULNERABILITY ASSESSMENT TOOL

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SITE BASELINE

THREATS

VULNERABILITY

RISK MGMT.

REPORTING

Sp

VAT

REPORTS

MODEL

NOTES

SIM

CALENDAR

TRAINING

TASK

⊕ SITE BASELINE

⊕ ASSETS

⊕ AREAS

⊕ PEOPLE

⊕ THREATS

⊕ THREATCON

⊕ NEXT

⊕ NEXT

⊕ NEXT

⊕ VULNERABILITY

⊕ SUSCEPTIBILITY

⊕ CONSEQUENCES

⊕ RISK MGMT.

⊕ RISK BASELINE

⊕ COUNTERMEASURES

⊕ ACTION SET

⊕ PLANNING

320

SEARCH

ESTABLISH SITE BASELINE

SOME TOP-LEVEL DESCRIPTION OF THE SCREEN'S RELEVANCE GOES HERE.

WHAT IS THE ANSWER TO THE FIRST QUESTION ?

⊙ YES

○ NO

IF YES, THEN WHAT IS THE ANSWER TO THE NEXT QUESTION ?

THIS IS A LIST BOX ▼

WHAT WOULD YOU LIKE TO CALL THIS ANSWER ?

THIS IS A TEXT BOX

310

• DONE

300

330

FIG. 3

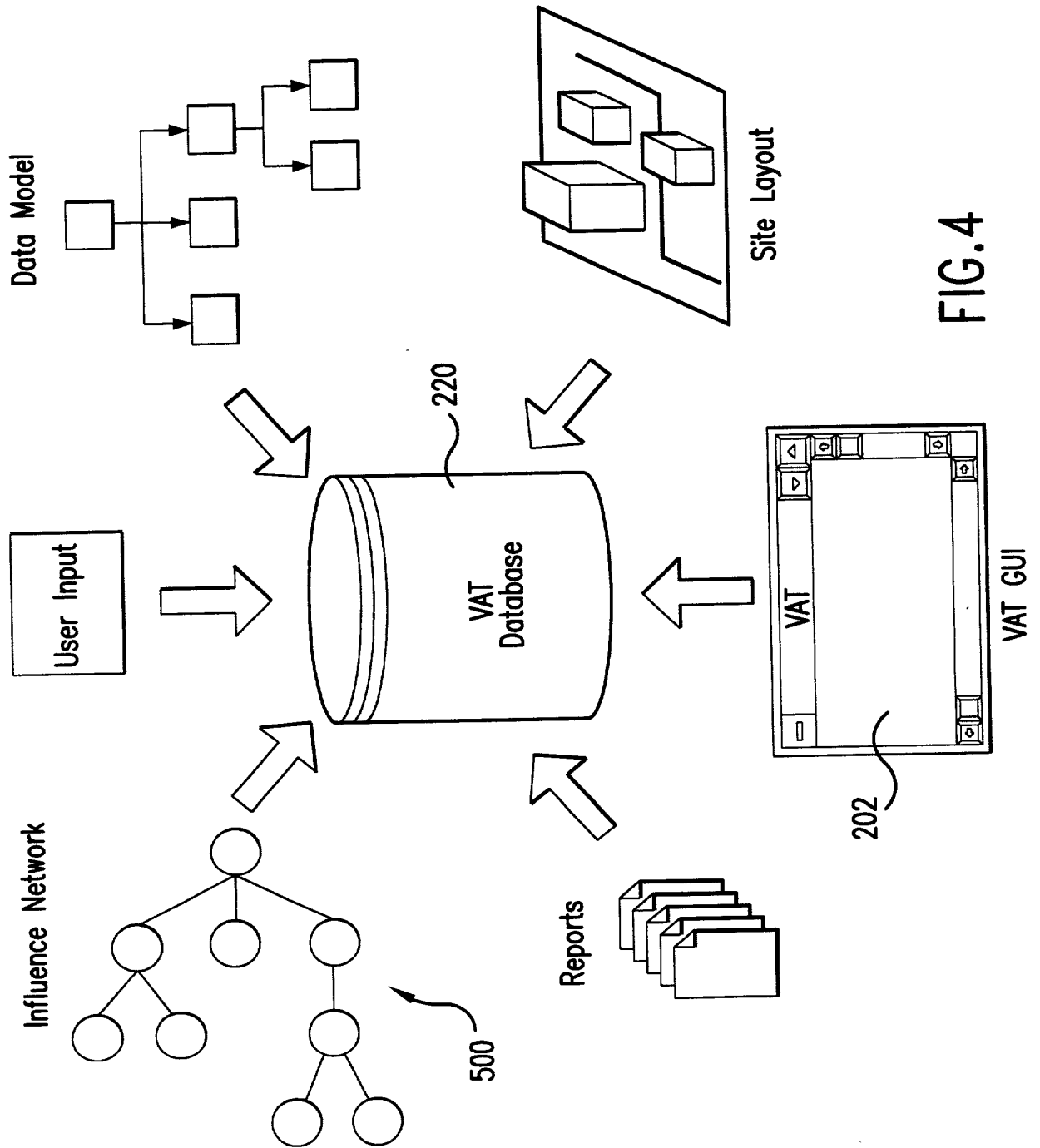
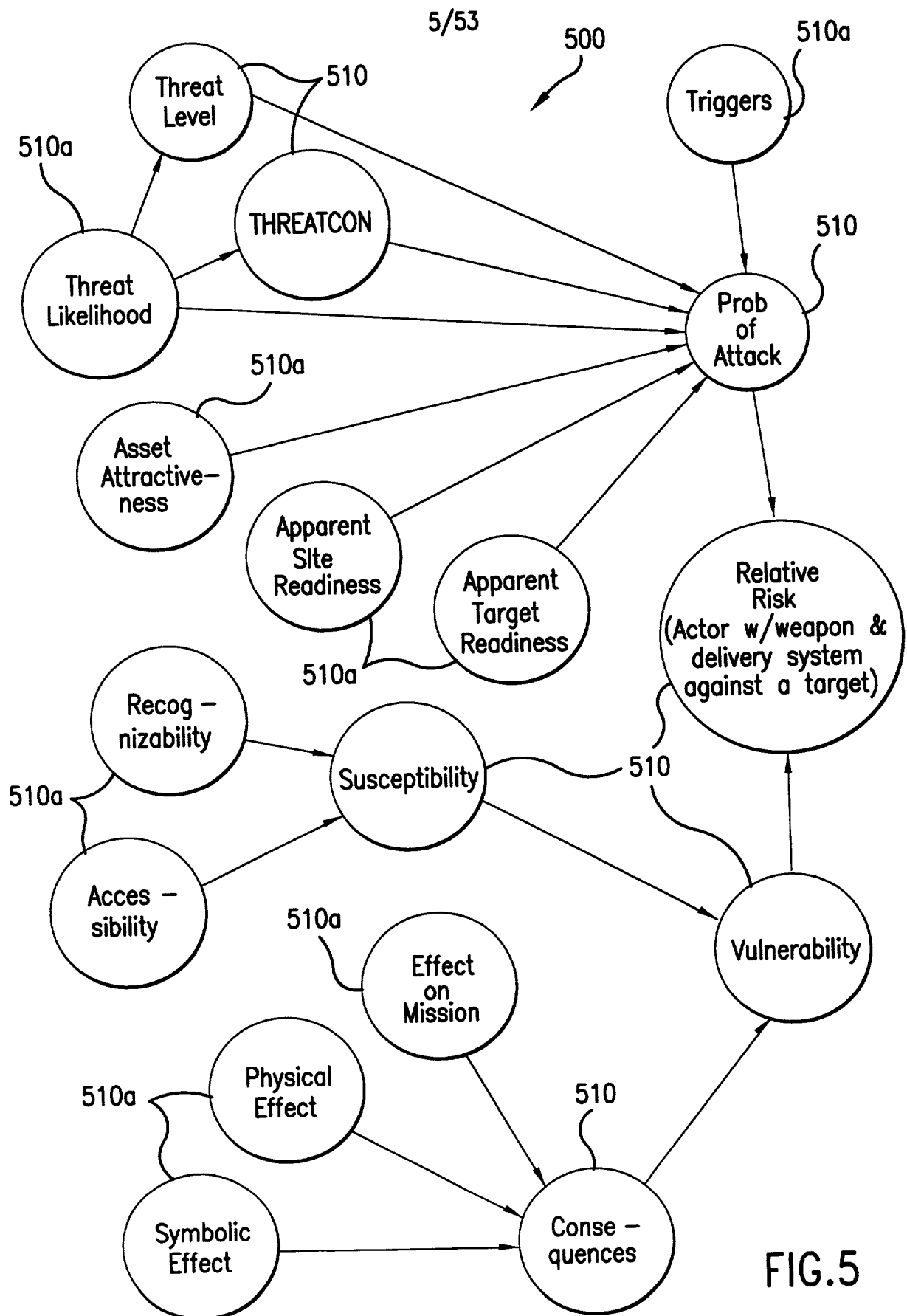
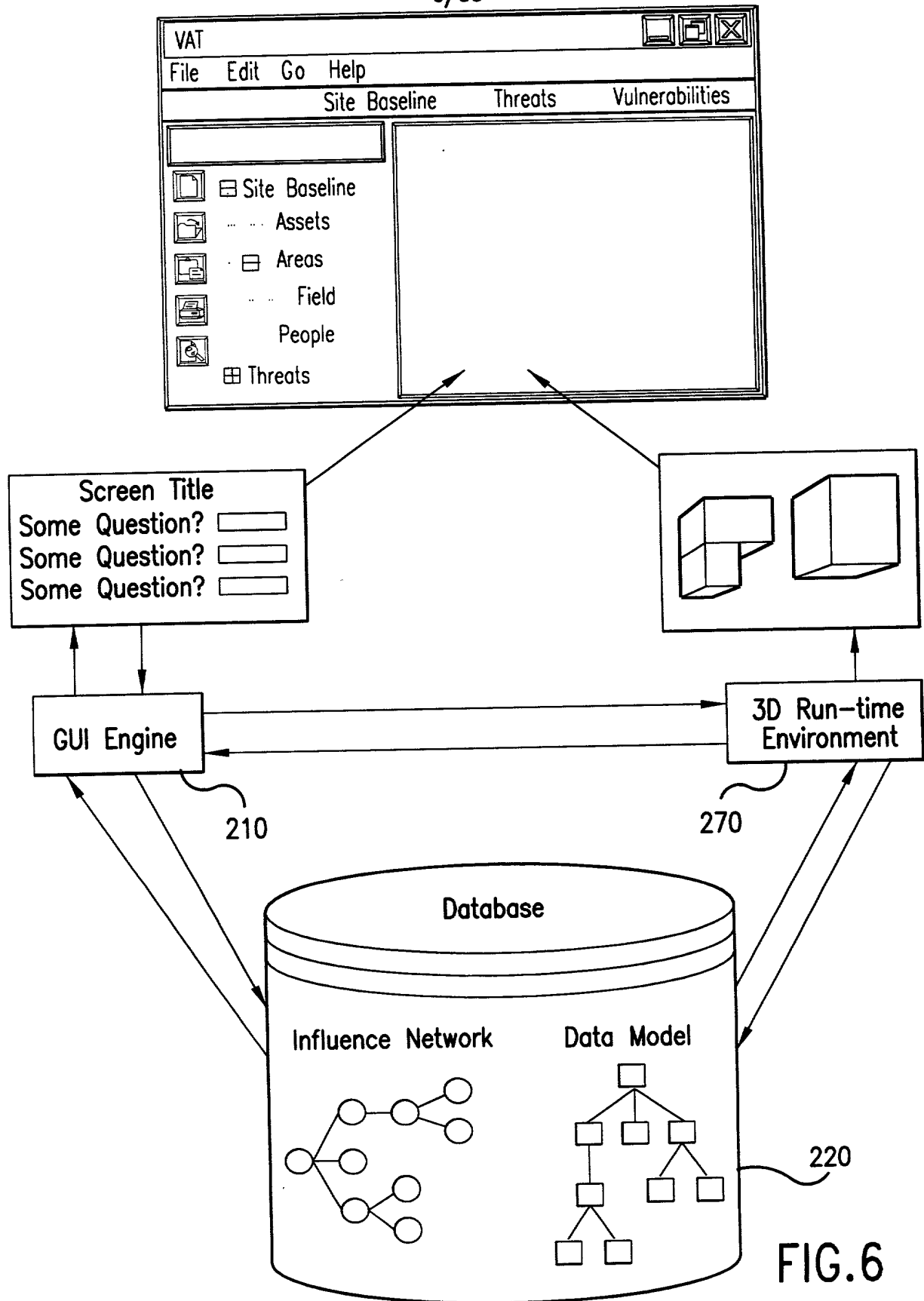


FIG.4





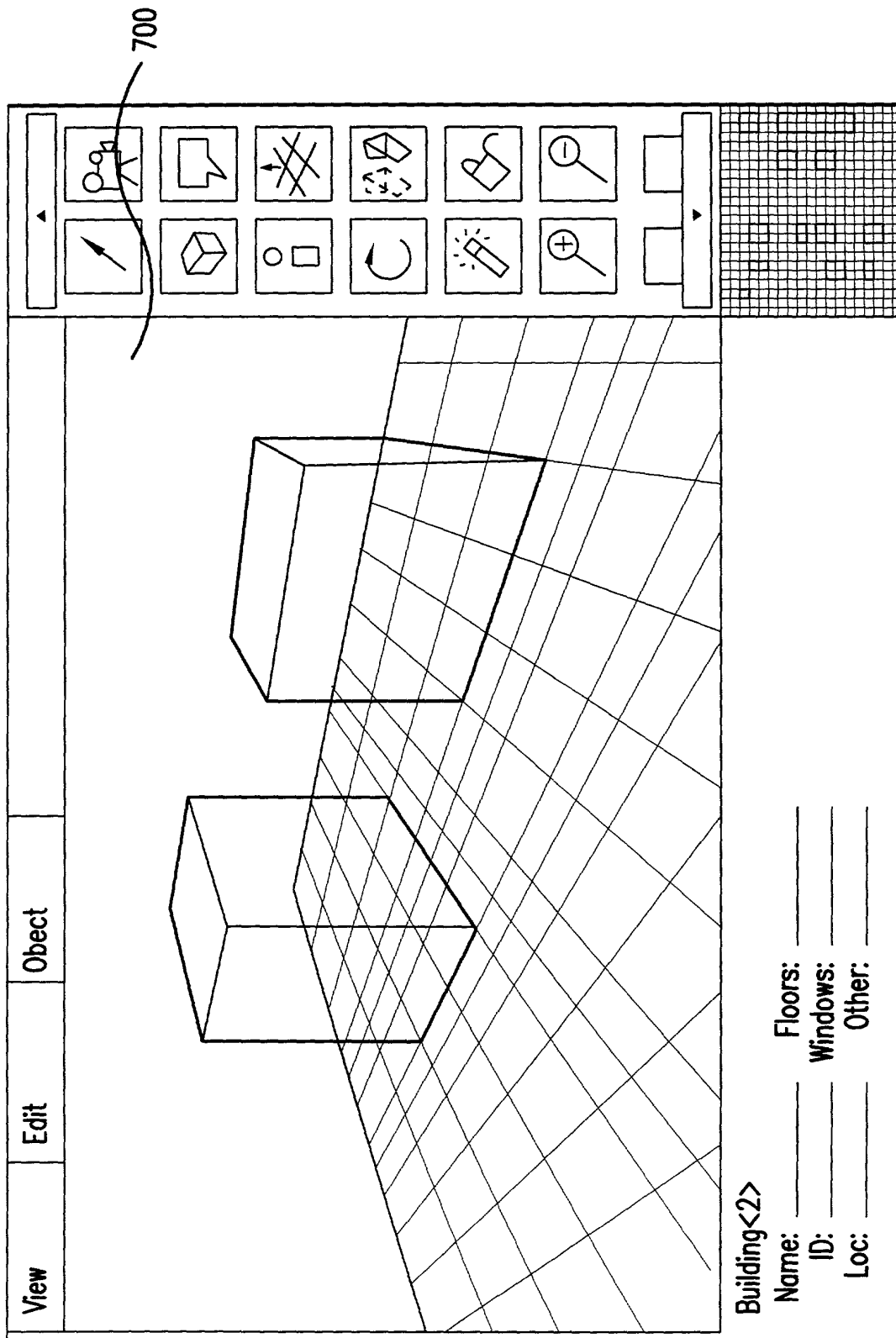


FIG.7

801

Risk Summary Table

WEAPON	DELIVERY SYSTEM	TARGETS	PROB. OF ATTACK	SUSCEPT- IBILITY	CONSEQ- UENCES	PASSIVE COUNTERMEASURES
500LB BOMB	CAR	HEAD- QUARTERS	<u>HIGH</u>	<u>MOD</u>	<u>HIGH</u>	ID CHECK
500LB BOMB	TRUCK	DLA HQ BLDG	<u>MOD</u>	<u>HIGH</u>	<u>HIGH</u>	FRF, WALL
ANTHRAX	AEROSOL	FT. BELVOIR	<u>LOW</u>	<u>MOD</u>	<u>HIGH</u>	DETECTORS PPC

Site Profiler Risk Assessment

RISK ASSESSMENT:

THE LIKELIHOOD OF VEHICULAR
BOMBS TO FT. BELVOIR IS HIGH.

YOUR MOST ATTRACTIVE TARGETS ARE:

- BUILDING 2120, DLA HQ
- BUILDING 600, NVESD LAB
- BUILDING 1900, INSEAM HQ
- BUILDING 20, GENERAL QUARTERS <WHY??>

OF THESE TARGETS, DLA HQ IS THE
MOST SUSCEPTIBLE.

THE CONSEQUENCES OF A VEHICULAR
BOMB AT ALL OF THESE ASSETS IS
EXTREMELY HIGH DUE TO:

- VIP'S <WHY??>
- MISSION IMPORTANCE <WHY??>
- POPULATION <WHY??>
- RECOVERABILITY <WHY??>

•MORE

•RISK TABLE

•DONE

803

802

FIG.8

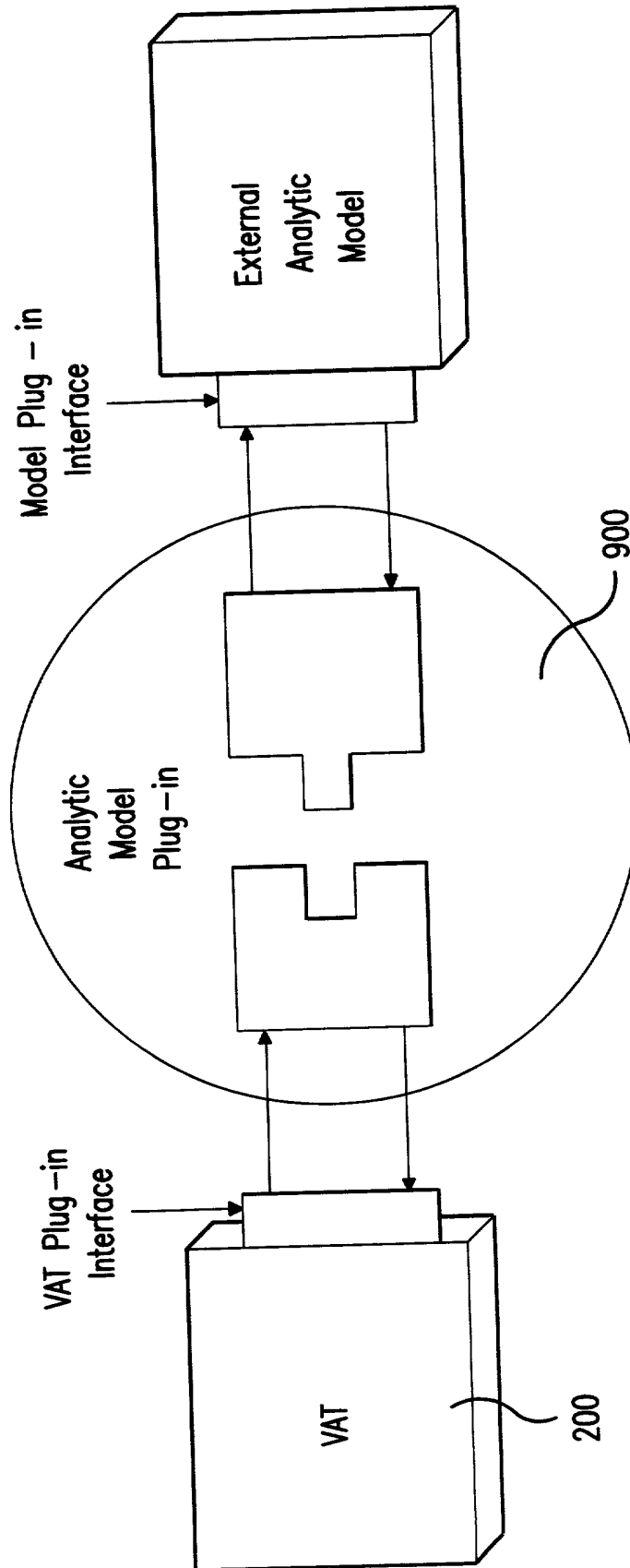


FIG. 9

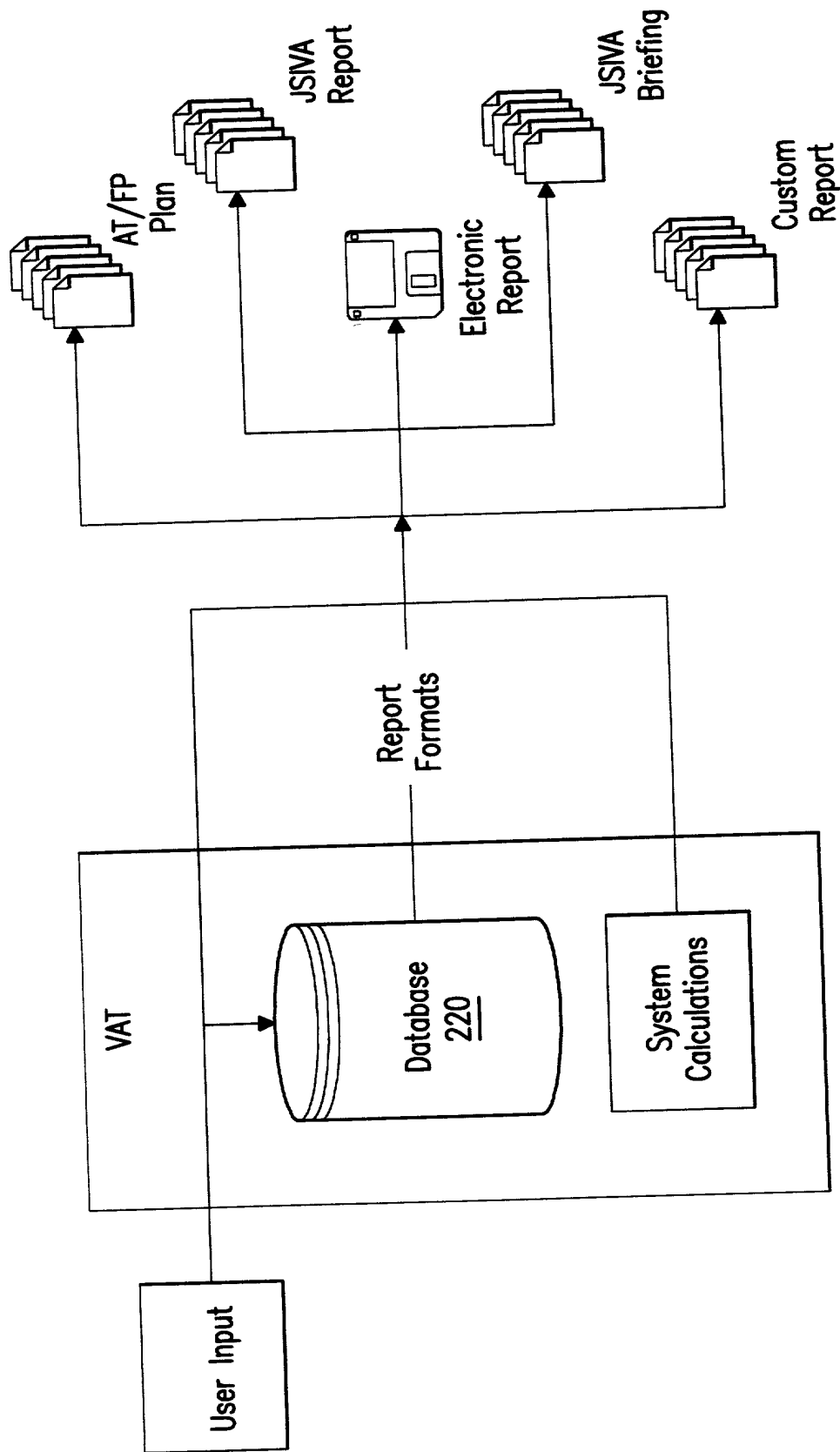


FIG.10

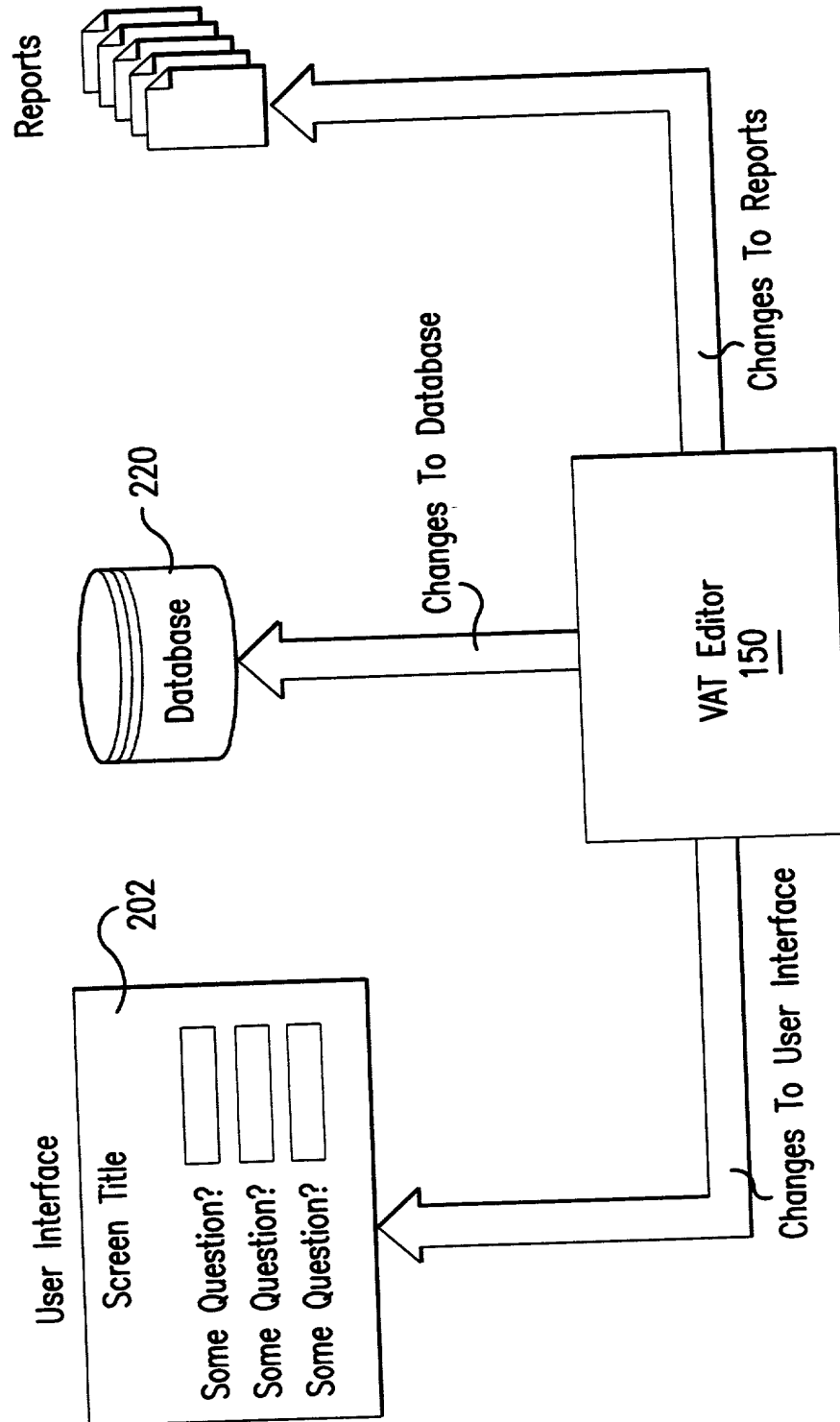


FIG.11

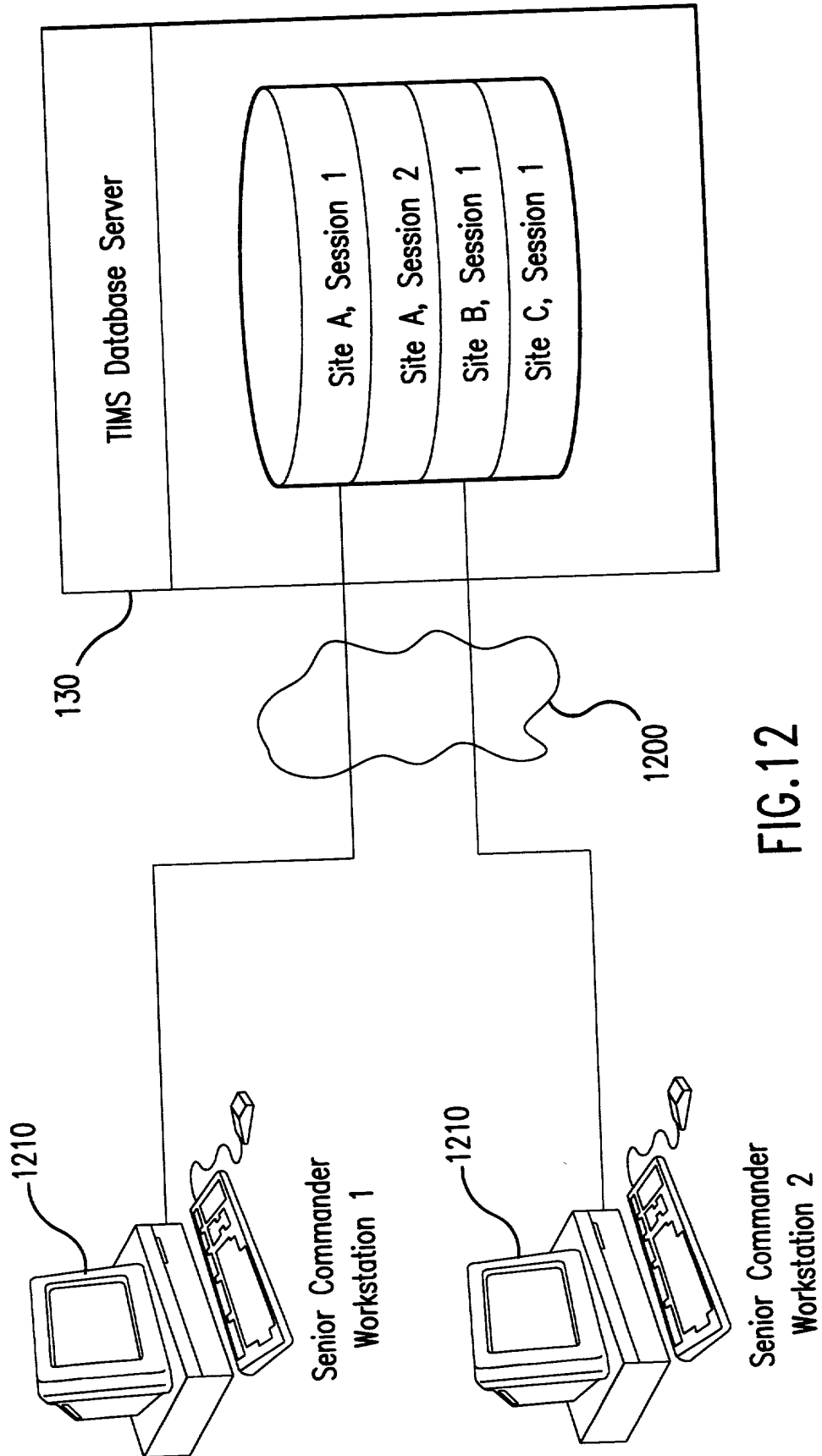


FIG.12

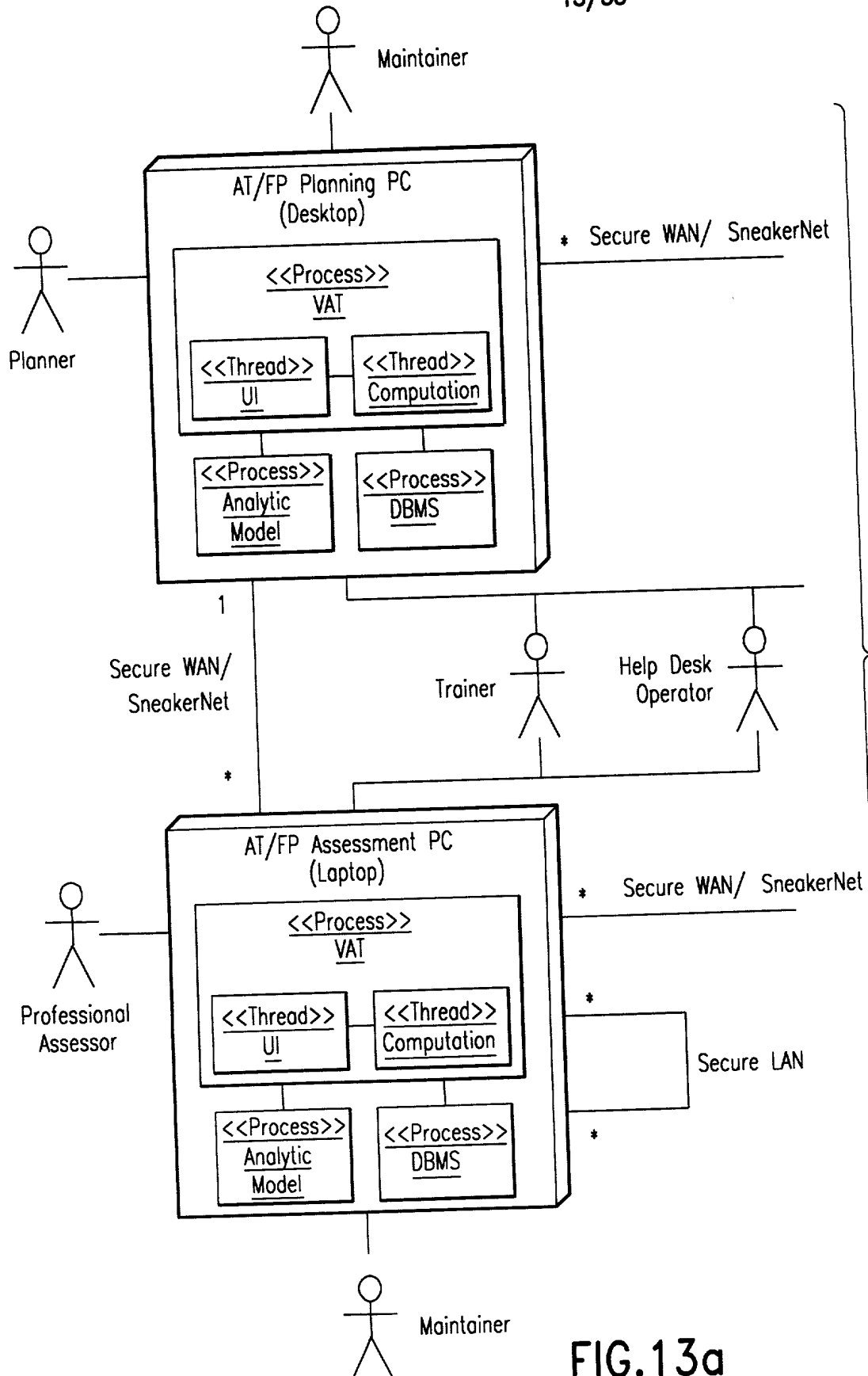


FIG. 13a

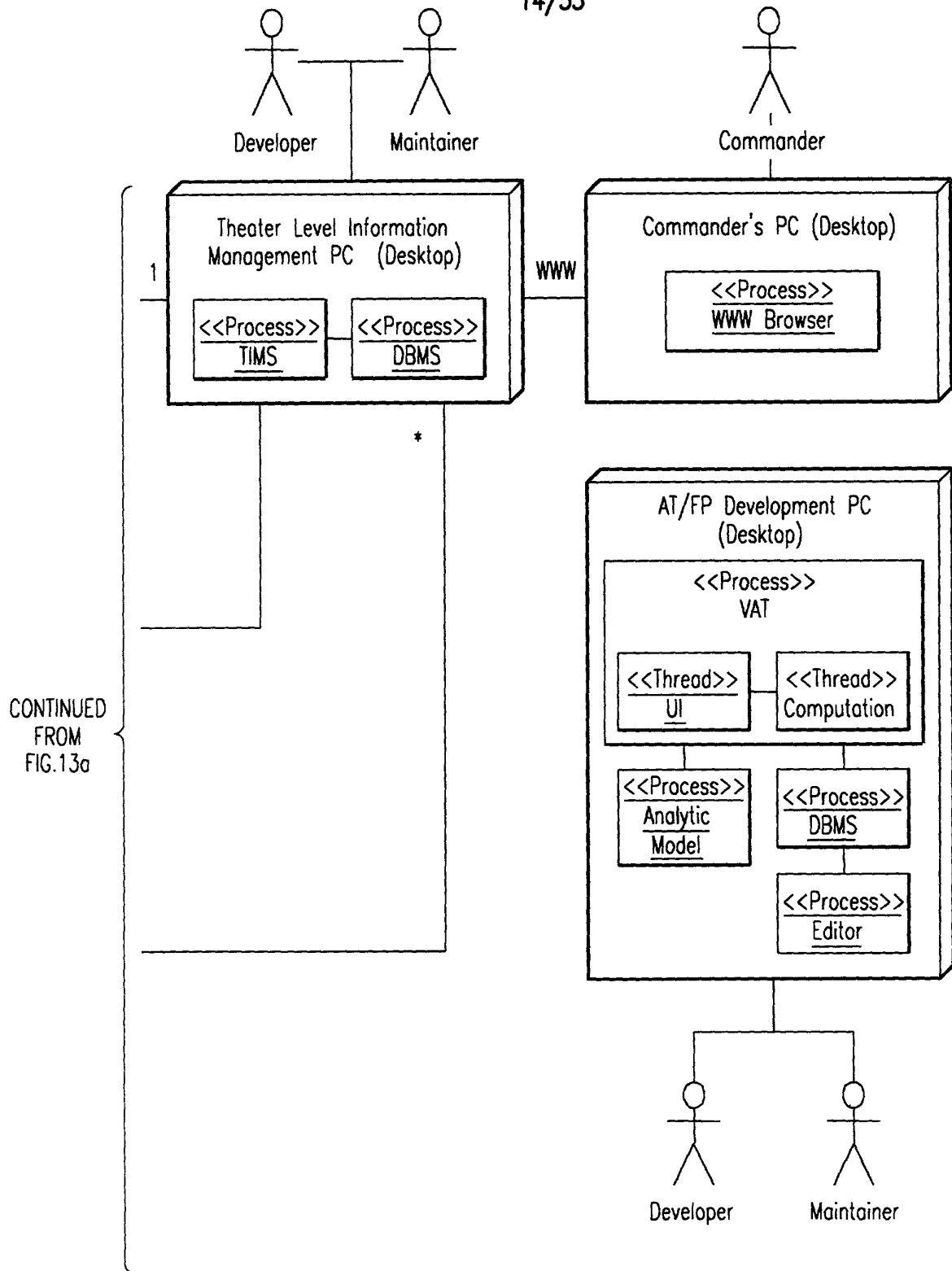


FIG. 13b

Asset Attractiveness

IN ORDER TO ASSESS THE ATTRACTIVENESS OF THIS ASSET TO A TERRORIST, YOU WILL NEED TO DESCRIBE THE FOLLOWING FEATURES OF THE ASSET:

- PROXIMITY TO OTHER IMPORTANT ASSETS
- POPULATION
- DEMOGRAPHICS
- RECOGNIZABILITY
- ACCESSIBILITY
- AND IMPORTANCE

EACH OF THESE DESCRIPTIONS WILL IMPACT THE ATTRACTIVENESS OF THE ASSET TO A TERRORIST.

•LET'S GET STARTED

FIG.14

1400

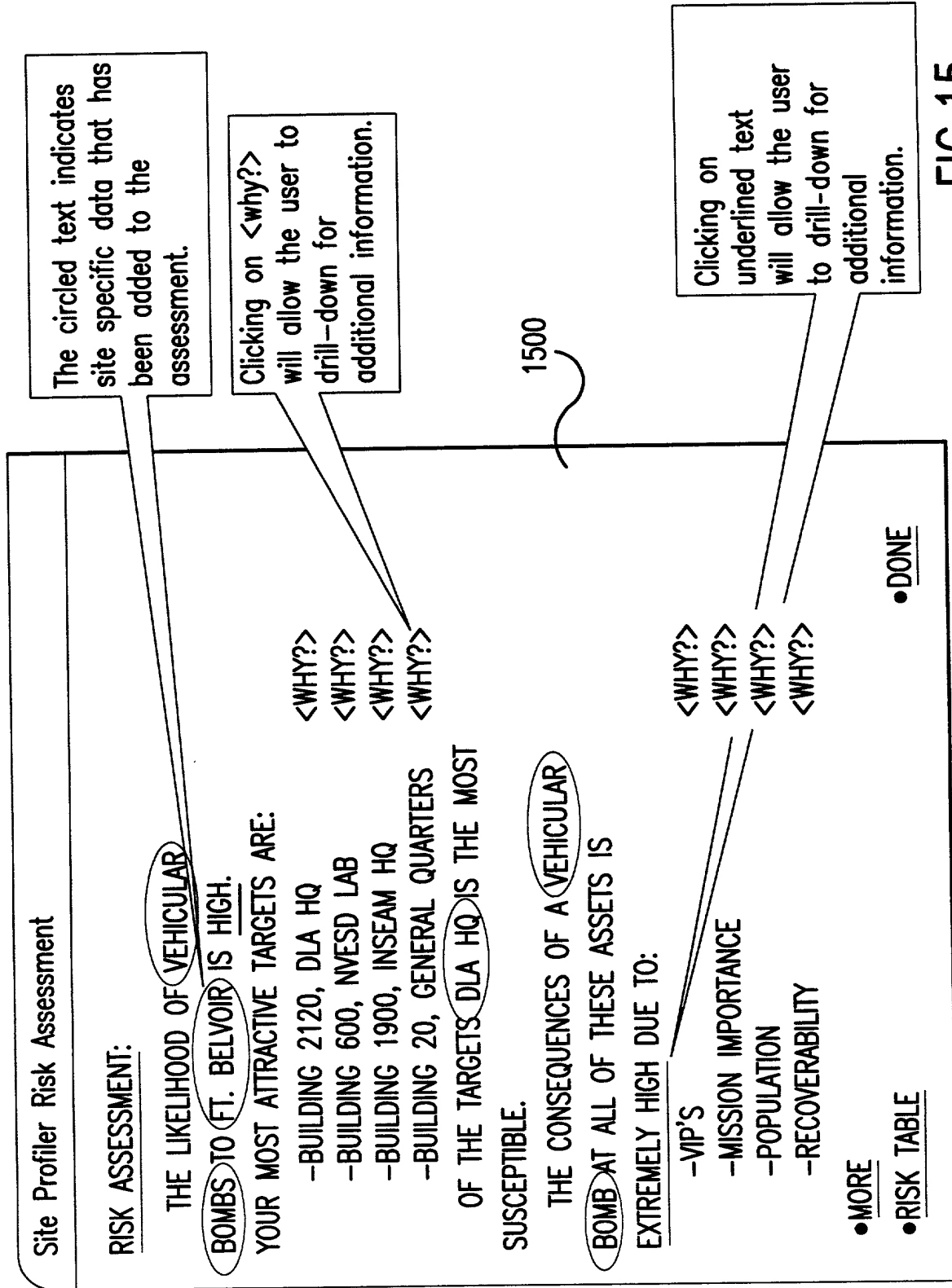


FIG.15

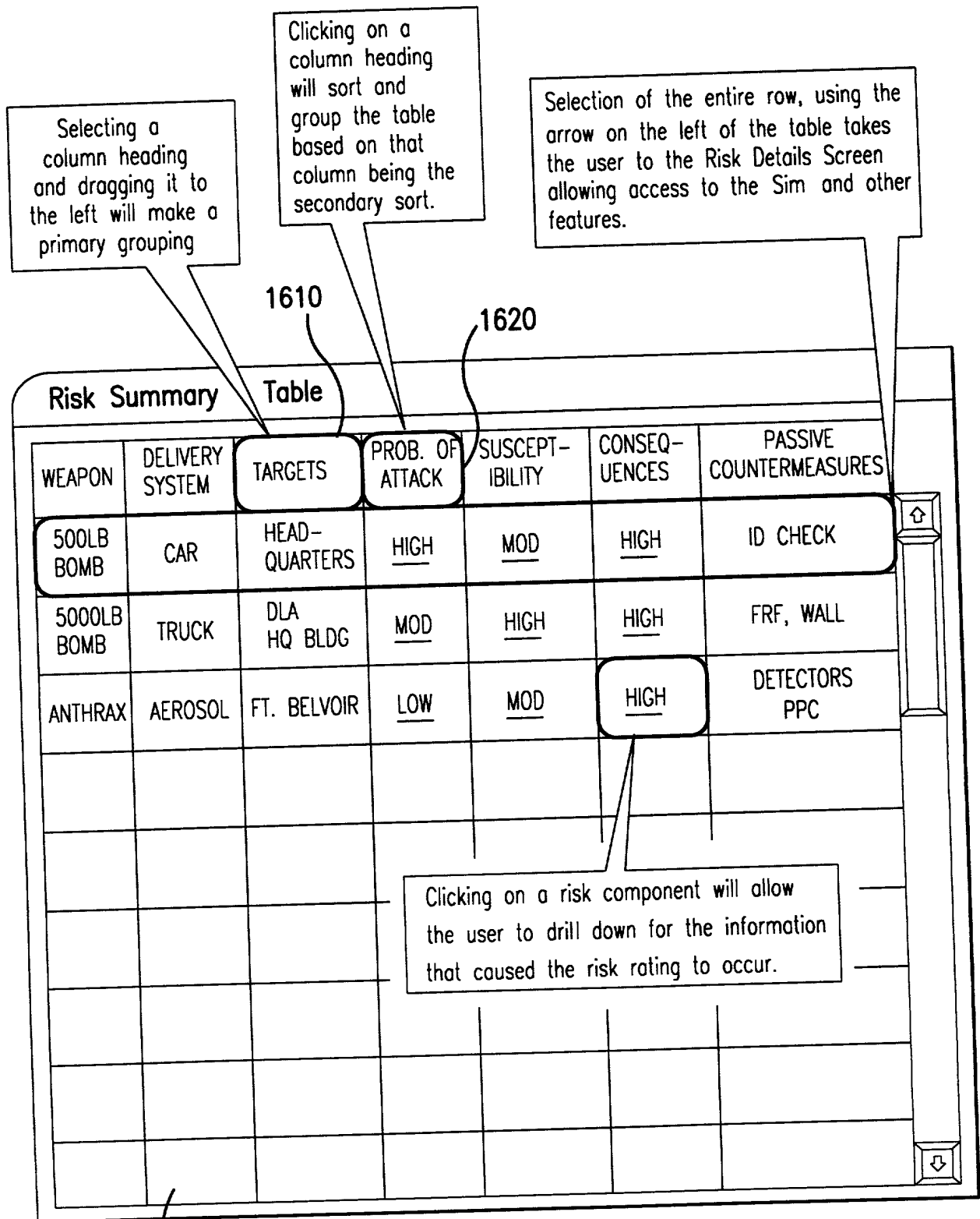


FIG.16

1600

Prob. of Attack Detail: 500LB Car Bomb

1) TARGET: HEADQUARTERS

3 TRIGGERS ARE ACTIVE
 THE THREAT LEVEL IS HIGH
 THE THREATCON ALPHA
 THREAT LIKELIHOOD IS HIGH
 APPARENT SITE READINESS IS MODERATE
 APPARENT TARGET READINESS IS LOW

PROB. OF ATTACK: HIGH

<MORE>
 <MORE>
 <MORE>
 <MORE>
 <MORE>
 <MORE>

This Screen comes from clicking
 'on the High' indicator in the Prob of
 Attack column for the Headquarters.
 The screen provides information on
 how the Prob was derived.

2) TARGET: DAY CARE CENTER

3 TRIGGERS ARE ACTIVE
 THE THREAT LEVEL IS HIGH
 THE THREATCON IS ALPHA
 THREAT LIKELIHOOD IS HIGH
 APPARENT SITE READINESS IS MODERATE
 APPARENT TARGET READINESS IS LOW

PROB. OF ATTACK: MOD

<MORE>
 <MORE>
 <MORE>
 <MORE>
 <MORE>
 <MORE>

Clicking on<more>
 will take the user
 to further screens
 with additional
 details.

3) TARGET: *****

3 TRIGGERS ARE ACTIVE
 THE THREAT LEVEL IS HIGH
 THE THREATCON IS ALPHA
 THREAT LIKELIHOOD IS HIGH
 APPARENT SITE READINESS IS MODERATE
 APPARENT TARGET READINESS IS LOW

PROB. OF ATTACK: ****

<MORE>
 <MORE>
 <MORE>
 <MORE>
 <MORE>
 <MORE>

1700

FIG.17

1800

Risk Details: 500LB Car Bomb vs. Headquarters

- ☐ VIEW RISK ITEM DETAILS
- ☐ READ SITE PROFILER RISK ASSESSMENT
- ☐ VIEW SIMULATION OF EVENT
- ☐ ANALYZE COUNTERMEASURES
- ☐ ANALYZE CONSEQUENCES

FIG.18

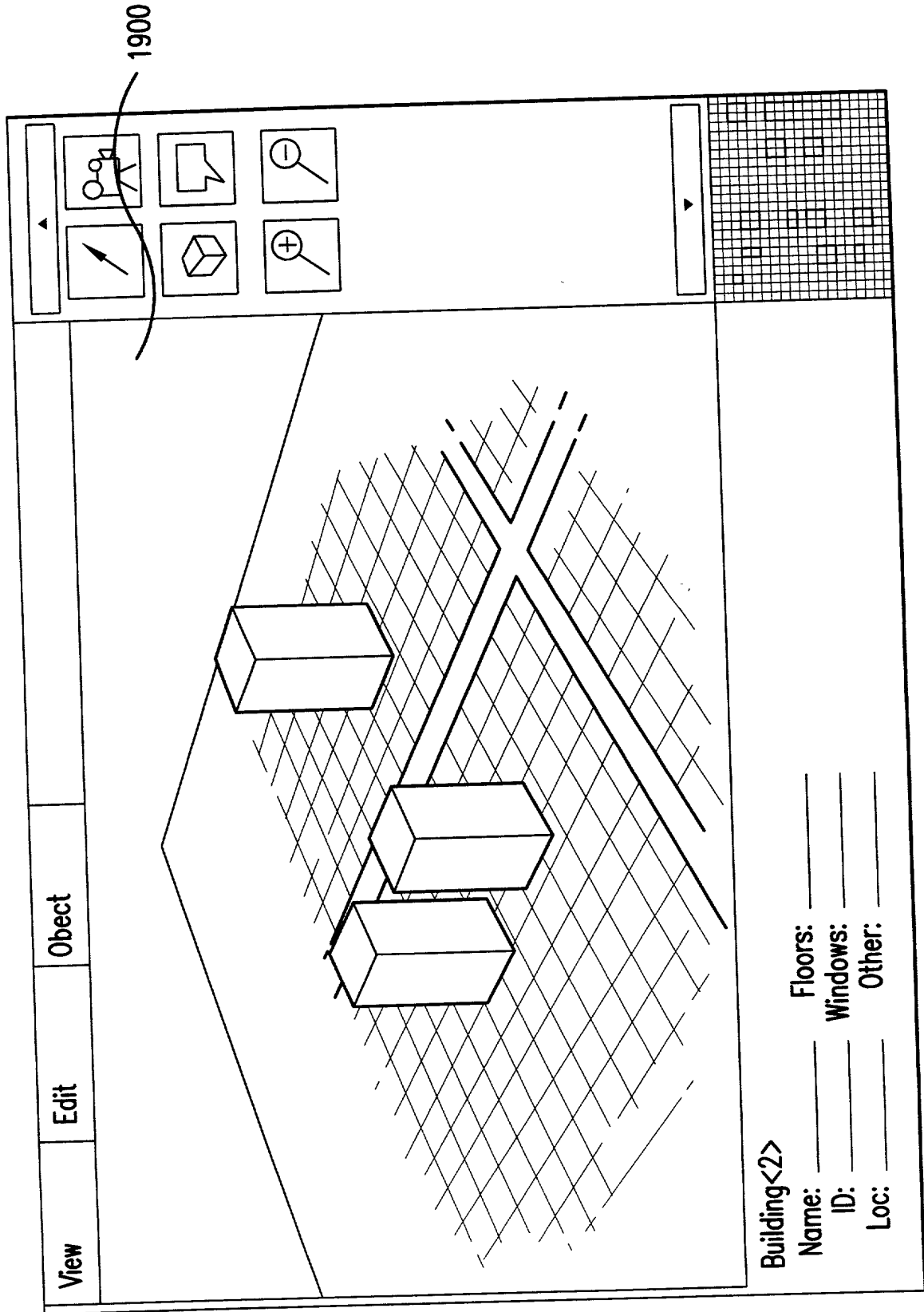


FIG.19

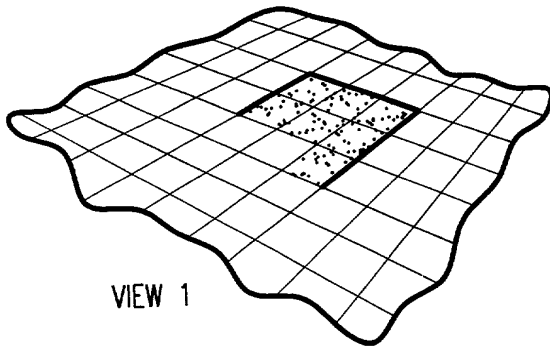


FIG. 20a

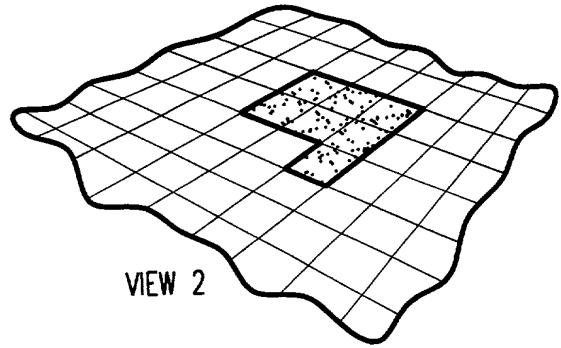


FIG. 20b

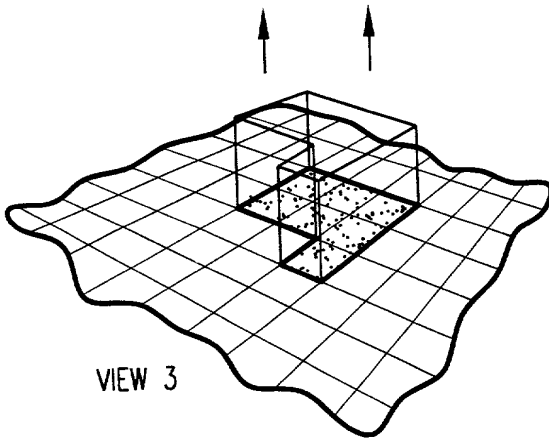


FIG. 20c

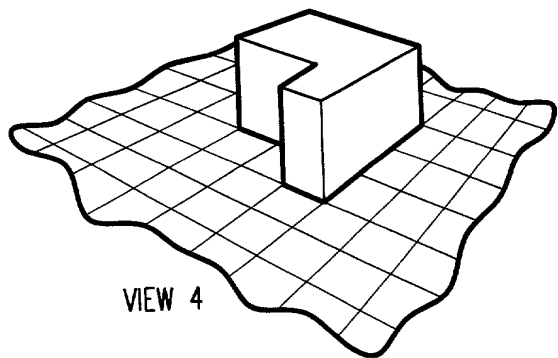


FIG. 20d

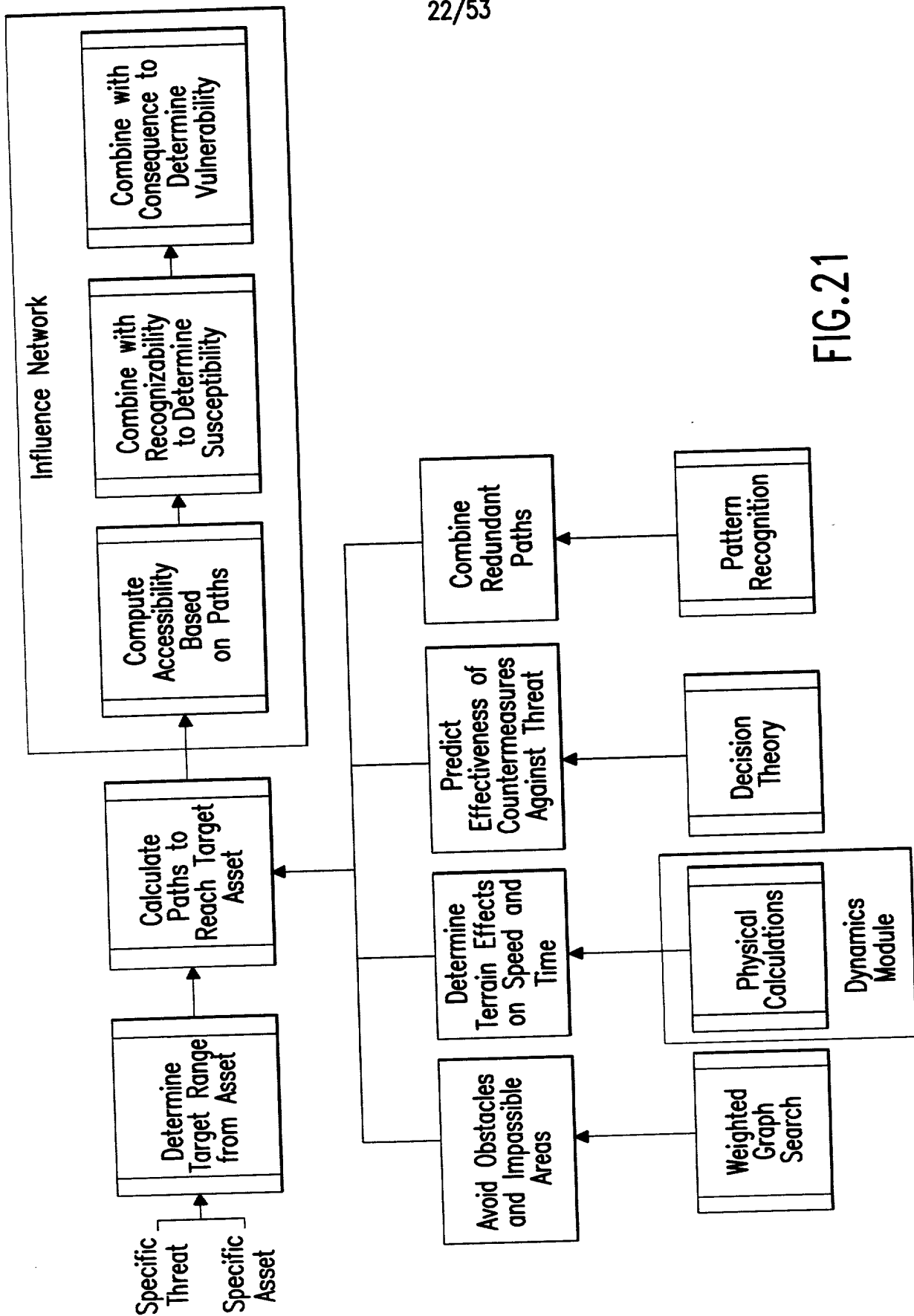


FIG.21

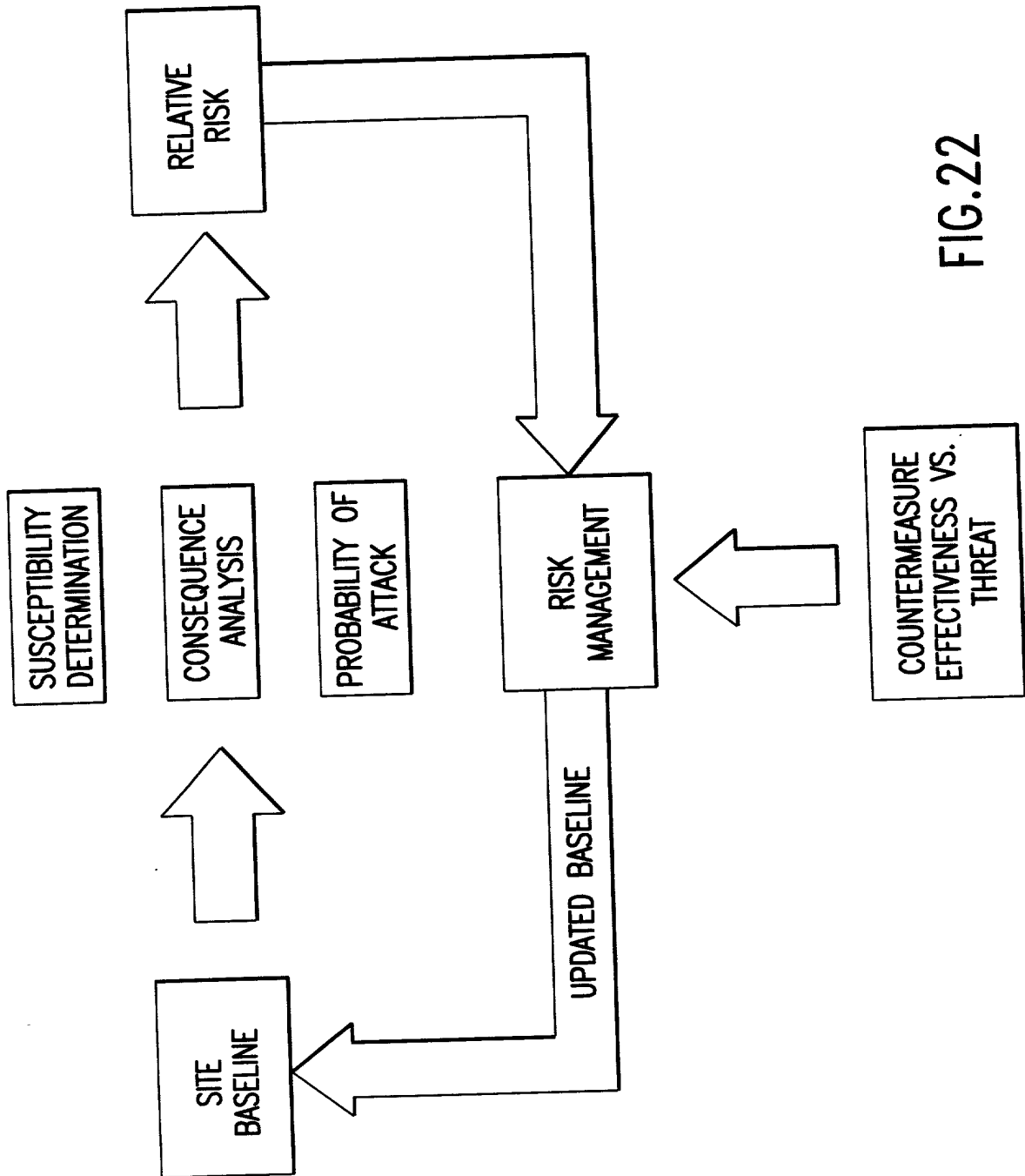


FIG. 22

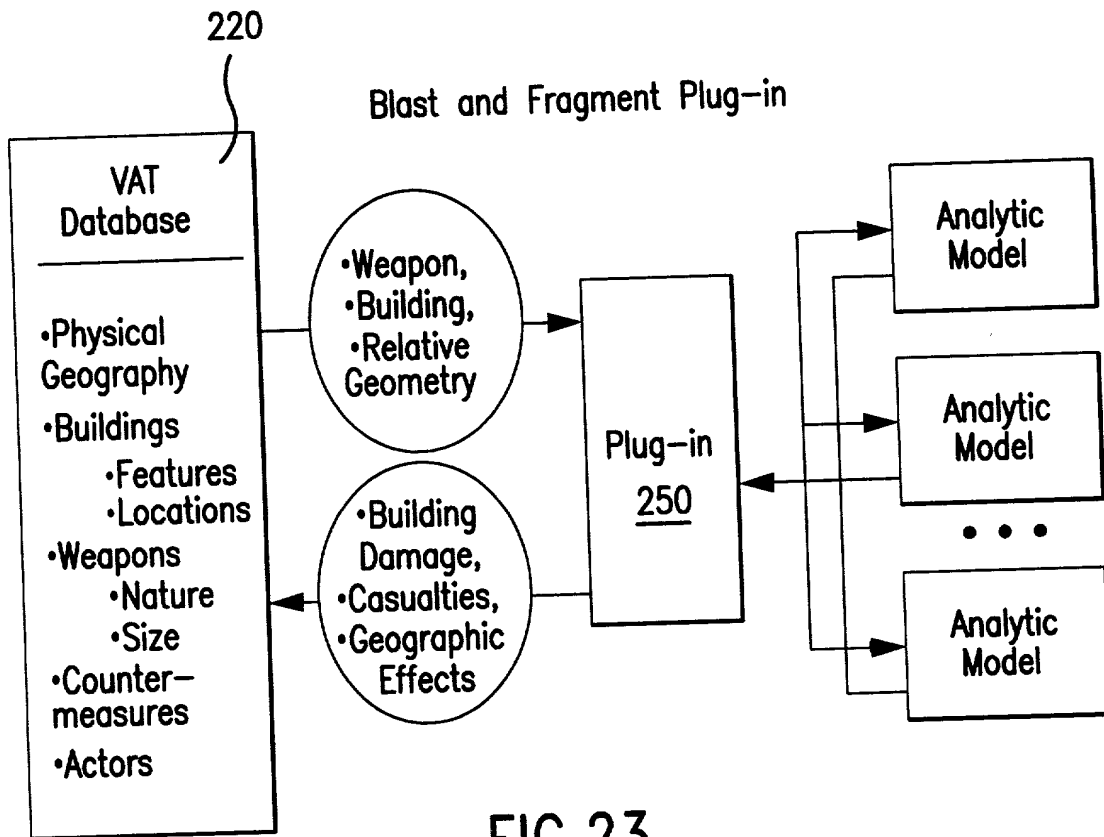


FIG.23

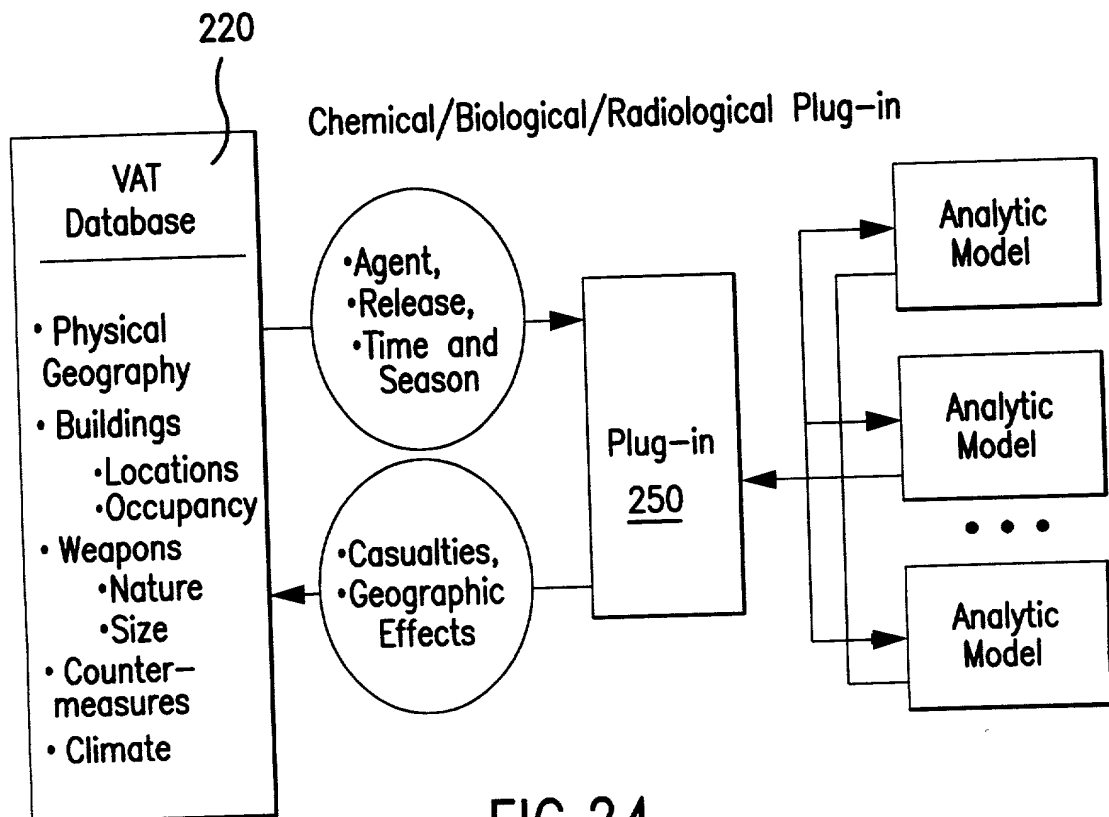


FIG.24

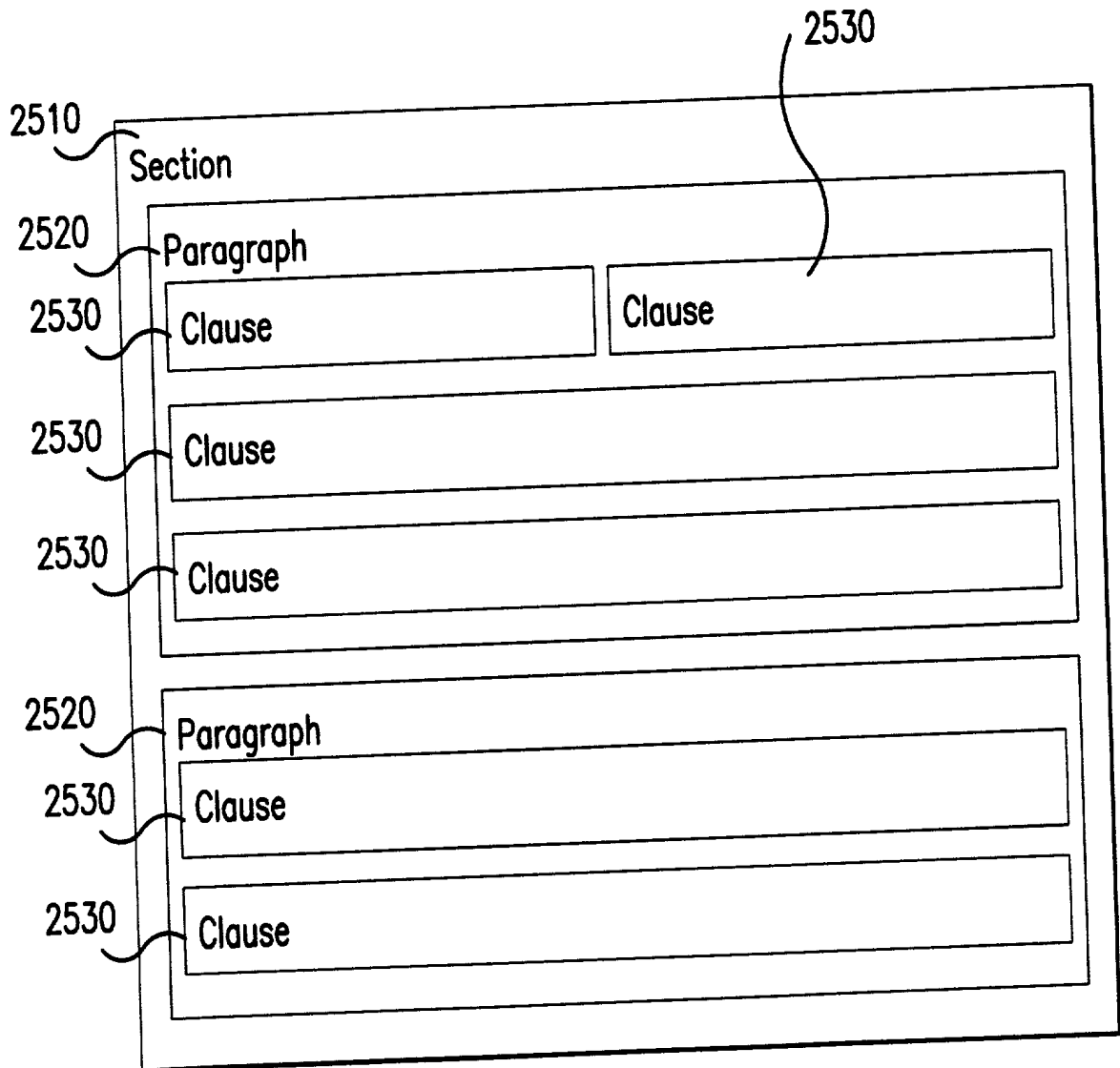


FIG.25

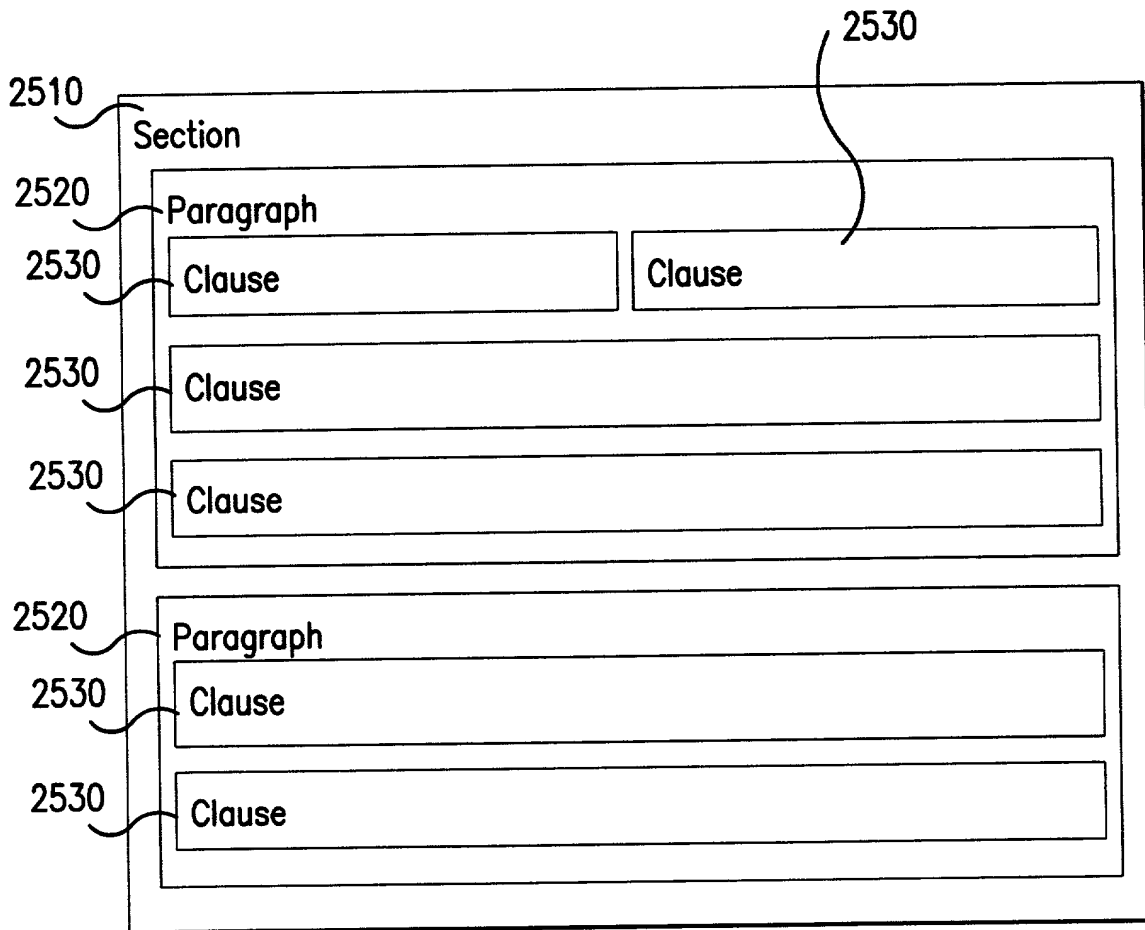


FIG.25

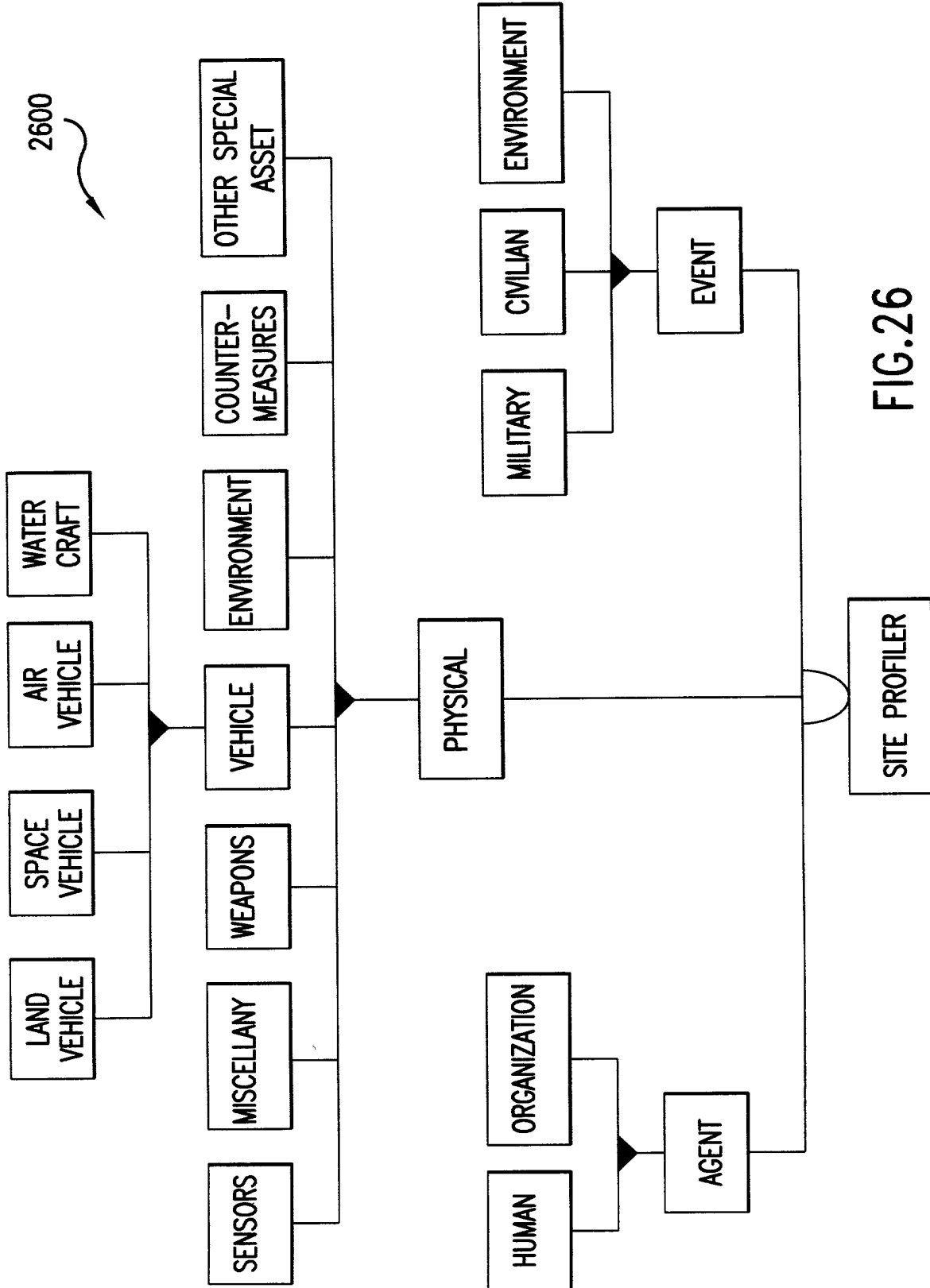


FIG.26

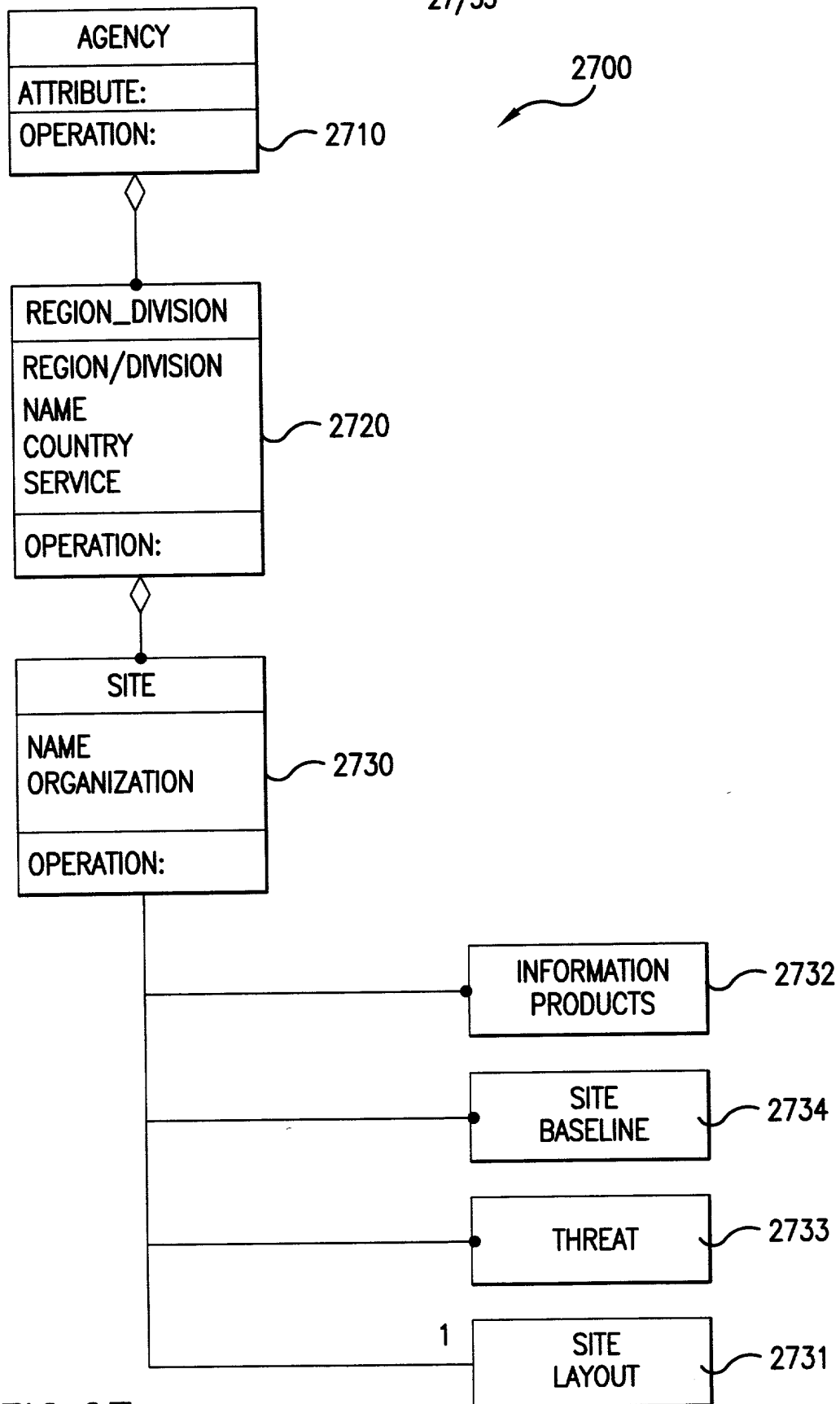


FIG.27

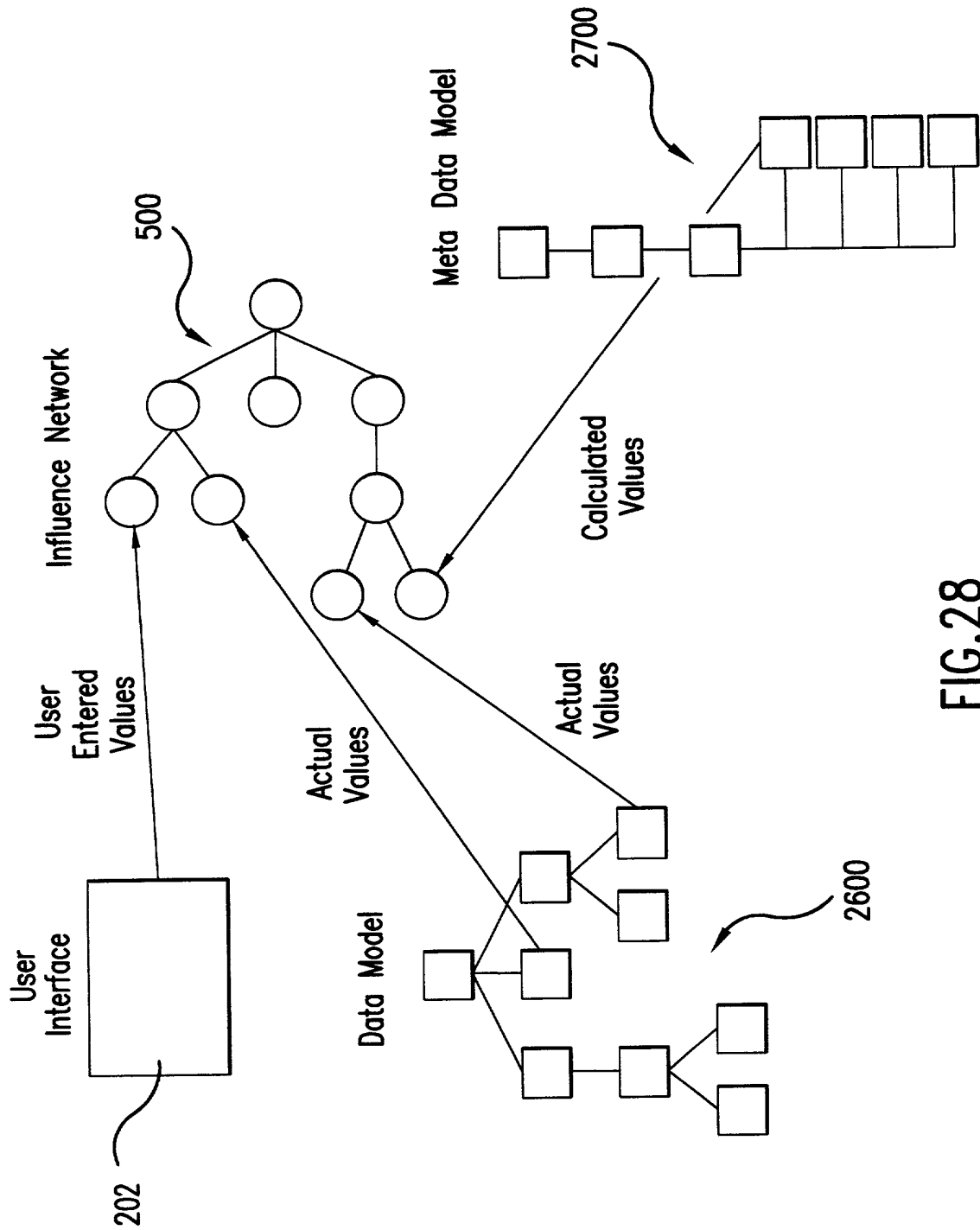


FIG.28

2900

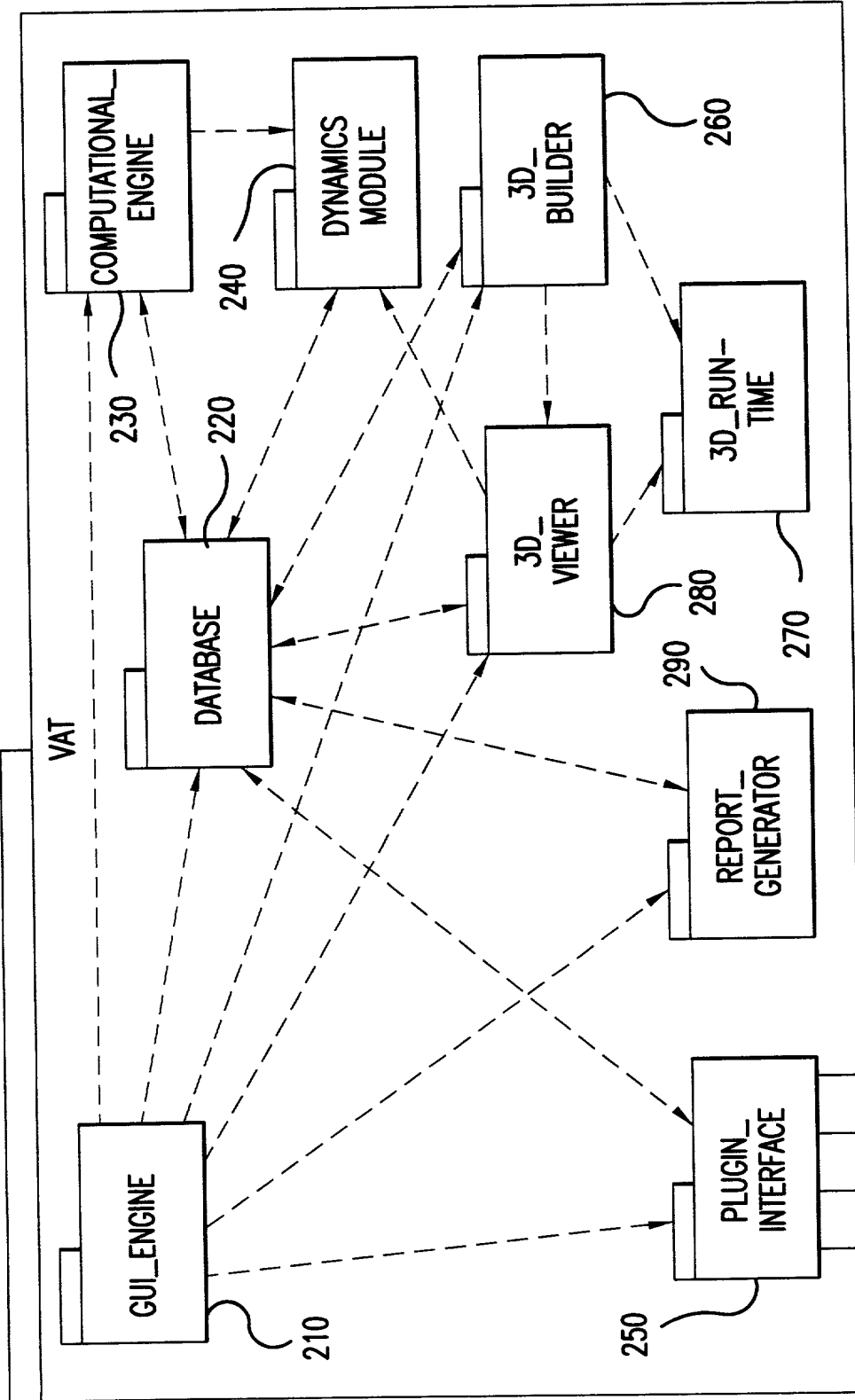


FIG.29

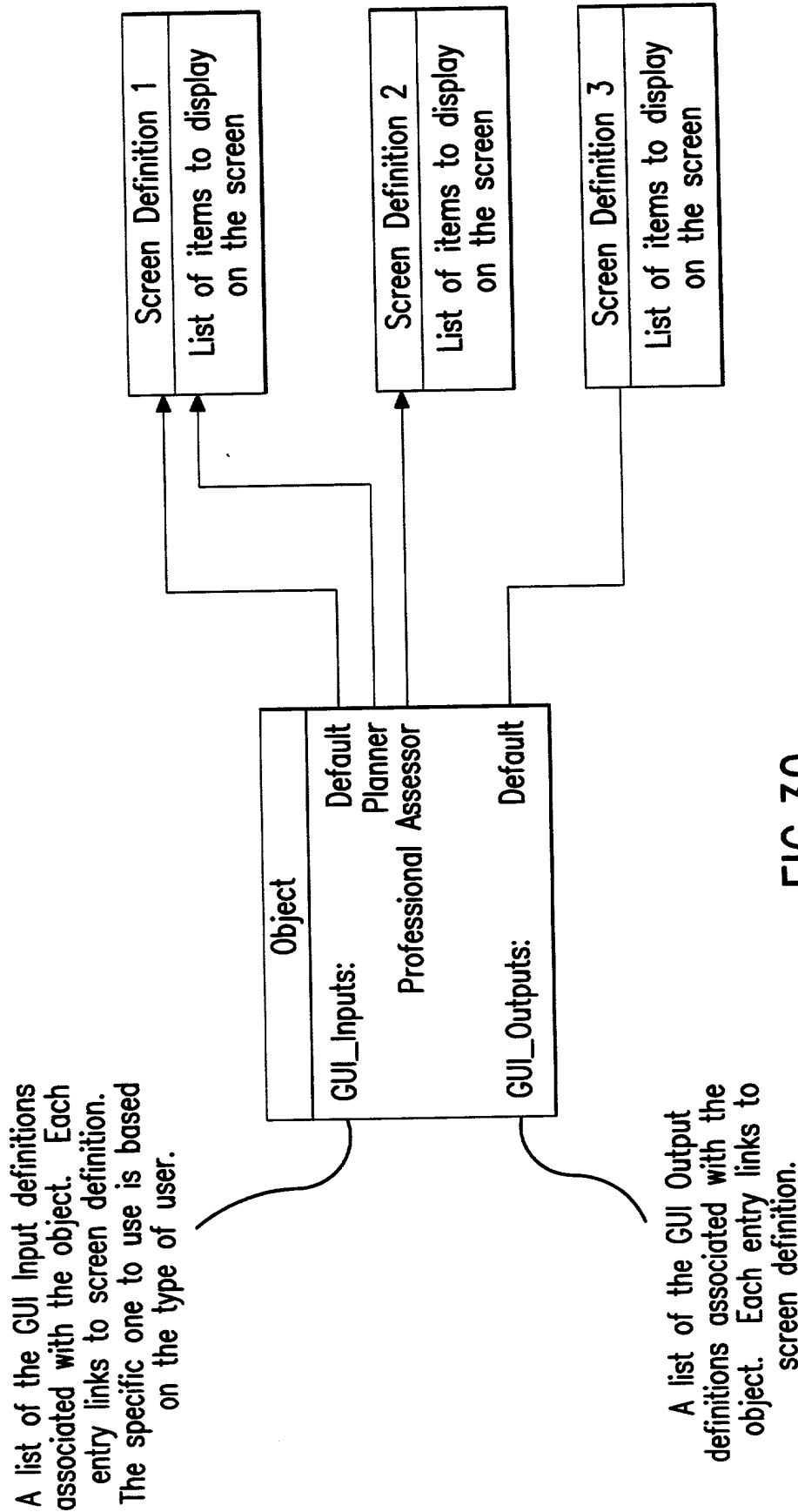


FIG.30

Screen Definition consist of a list of items to display to the user

3100

Title for the screen

Screen Definition			
Type	Prompts	Format	Data
TITLE	User Information	BOLD	-
INPUT	Please enter your name:	-	User.Name
INPUT	Please enter your military ID number:	-	User.ID
INPUT	Please select your rank:	-	User.Rank
INPUT	Please enter you age:	-	User.Age
BREAK	-	-	-
NAV_IN	-	-	Team
TITLE	Assessment Information	BOLD	-
INPUT	Please enter the name of the base:	-	Assessment.Name
INPUT	Please select the date for the assessment:	-	Assessment.StartDate

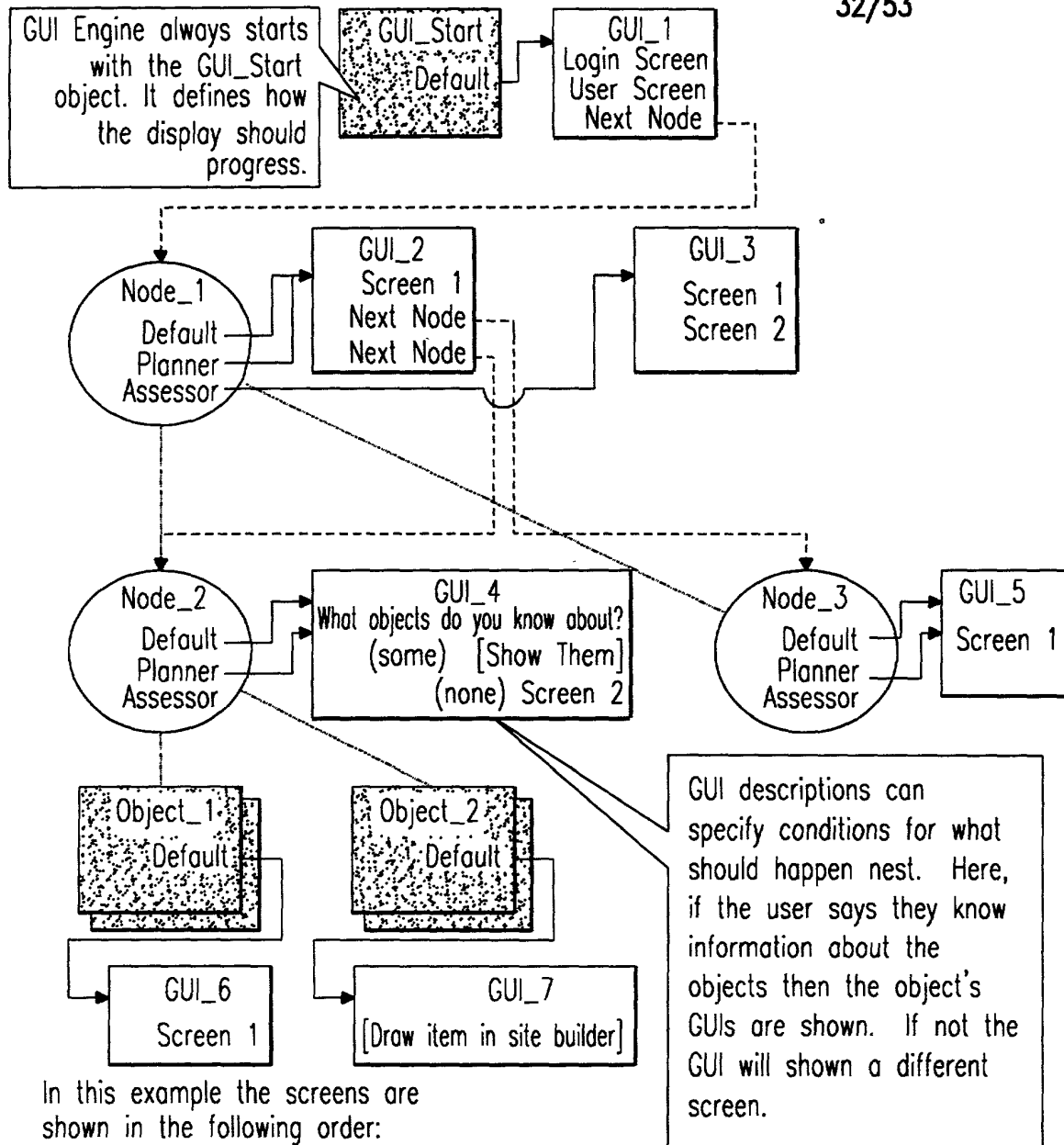
Data Modifier

-
-
- Ranks[Service.Type]
2
-
-
-
-

FIG.31

Data items the user needs to input with prompts to show beside them

Explicite navigational instructions to the GUI Engine to override the default flow of screens



In this example the screens are shown in the following order:

GUI_1

GUI_2 *

GUI_5 **

GUI_4

GUI_6 ***

GUI_7

Site Builder ****

* Assuming the user is a planner

** GUI_2 specifies Node_3 comes before Node_2

*** GUI_4 does not specify where to go next, so the engine moves down the tree to find relationships.

**** GUI_7 specifies to use the Site Builder to define the object

Legend

○ Node in the Node Tree

□ GUI description object

▣ Object in the Data Model

— Node Tree relationship

→ Pointer to a GUI Description

---> Pointer back to a node

FIG.32

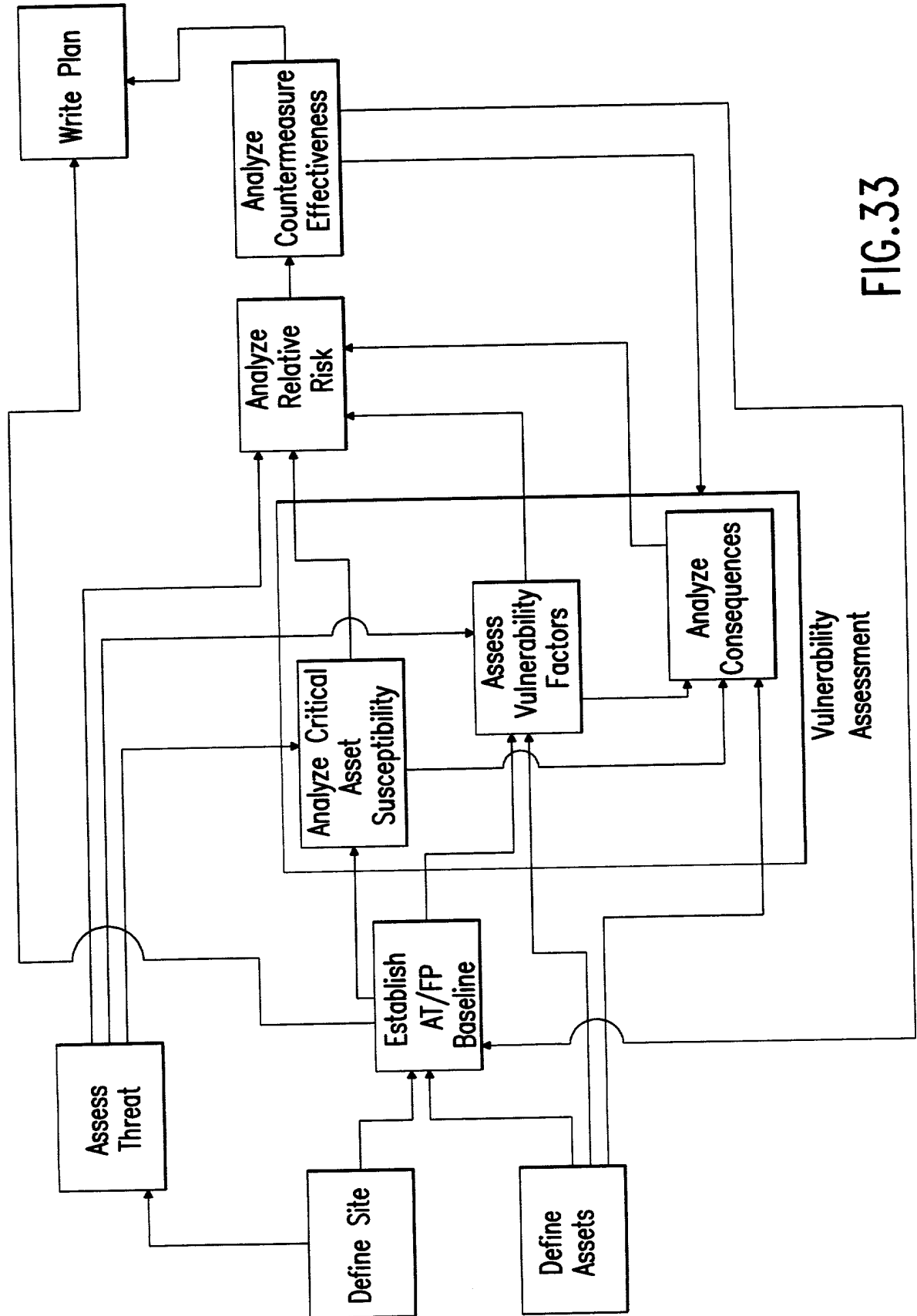


FIG. 33

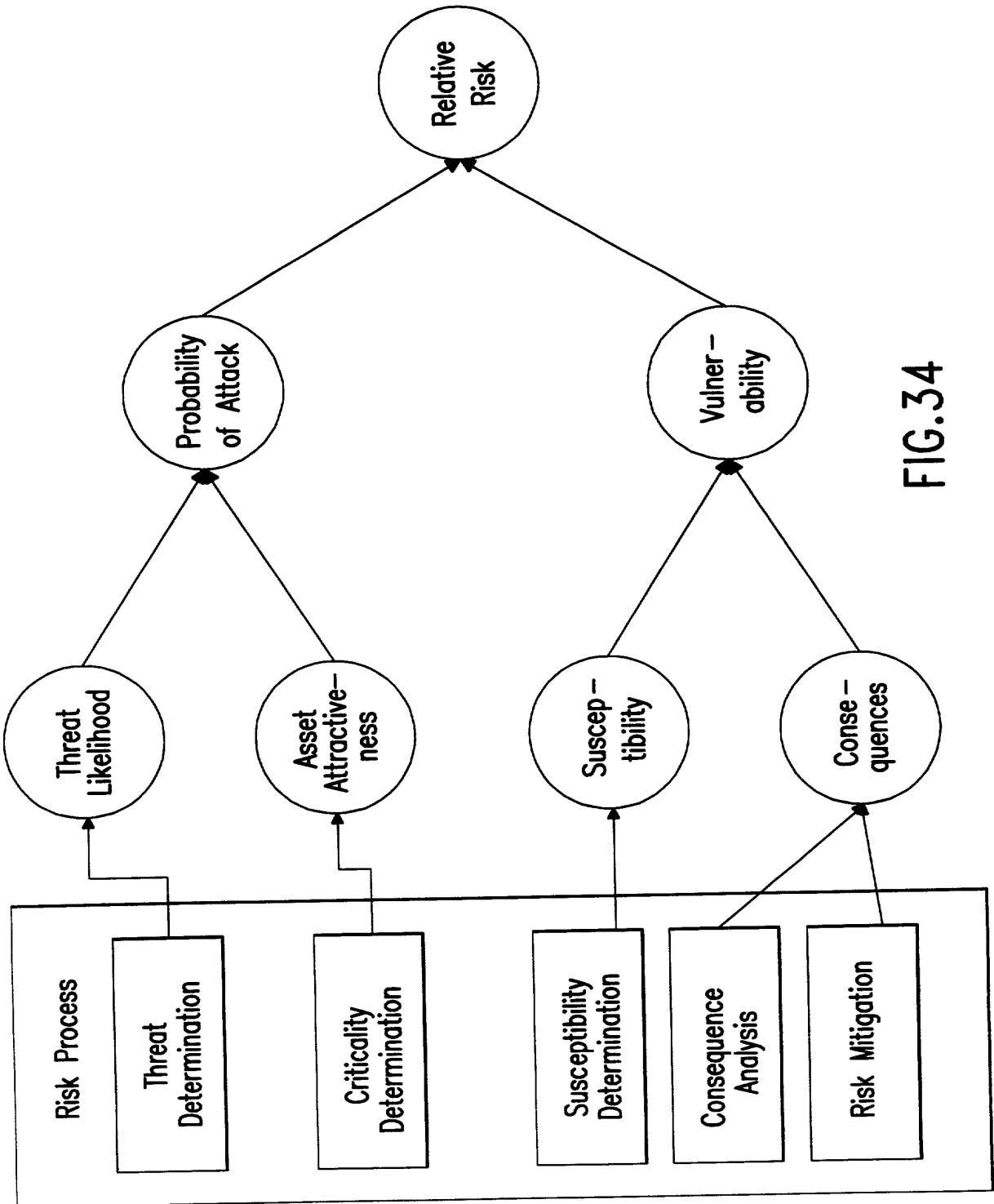
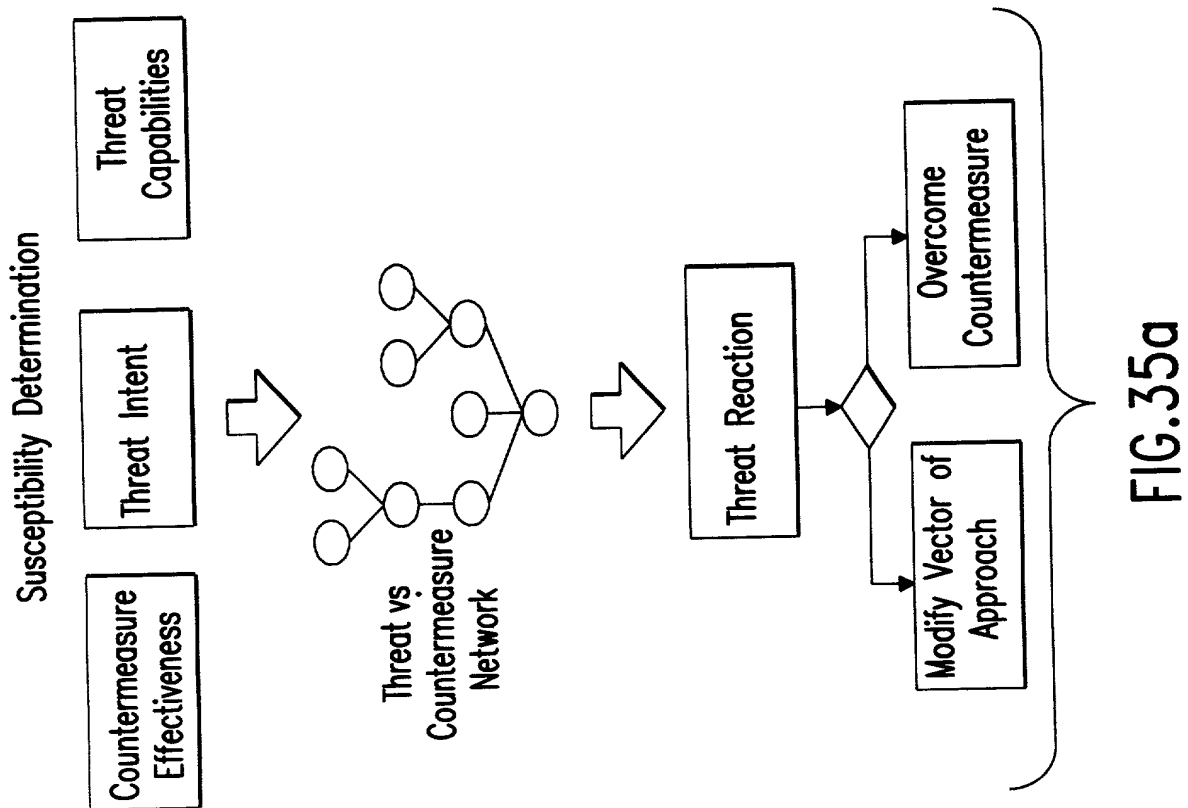
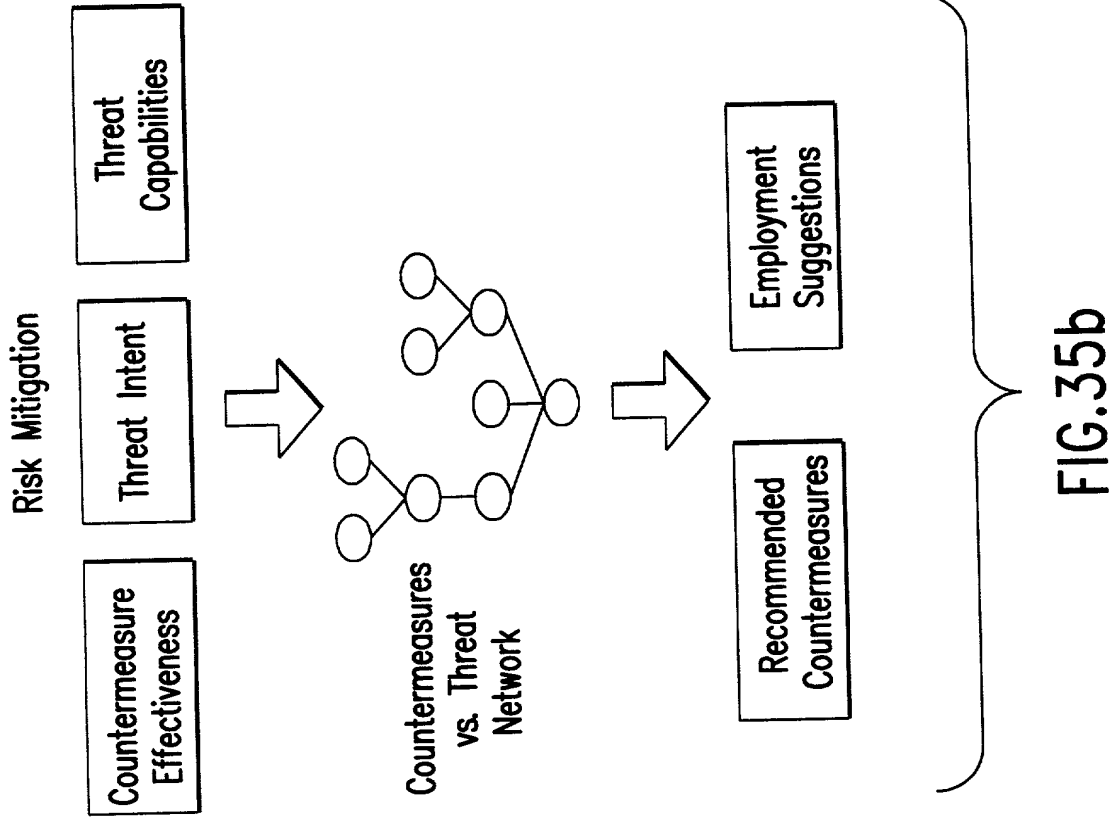


FIG.34



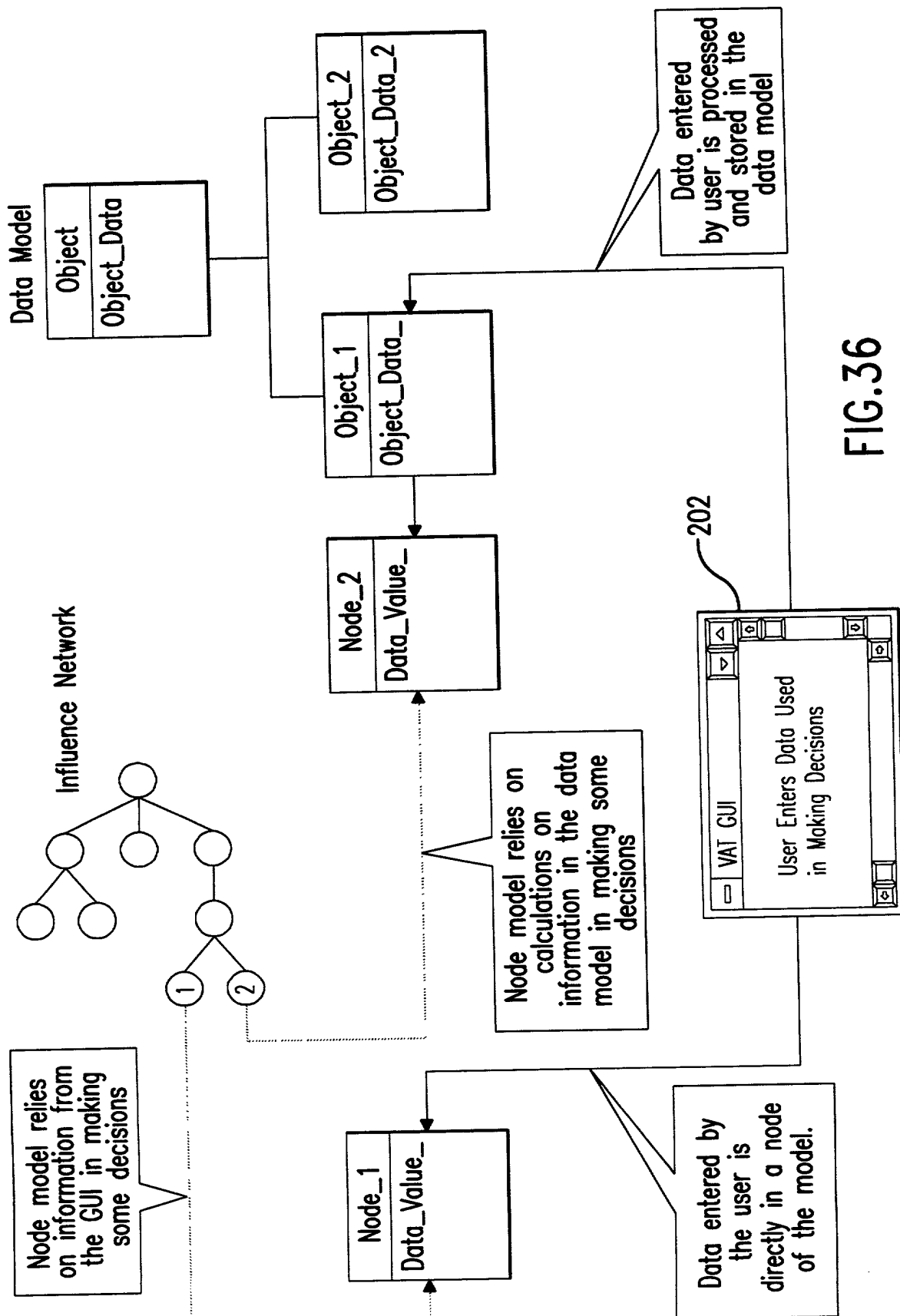


FIG.36

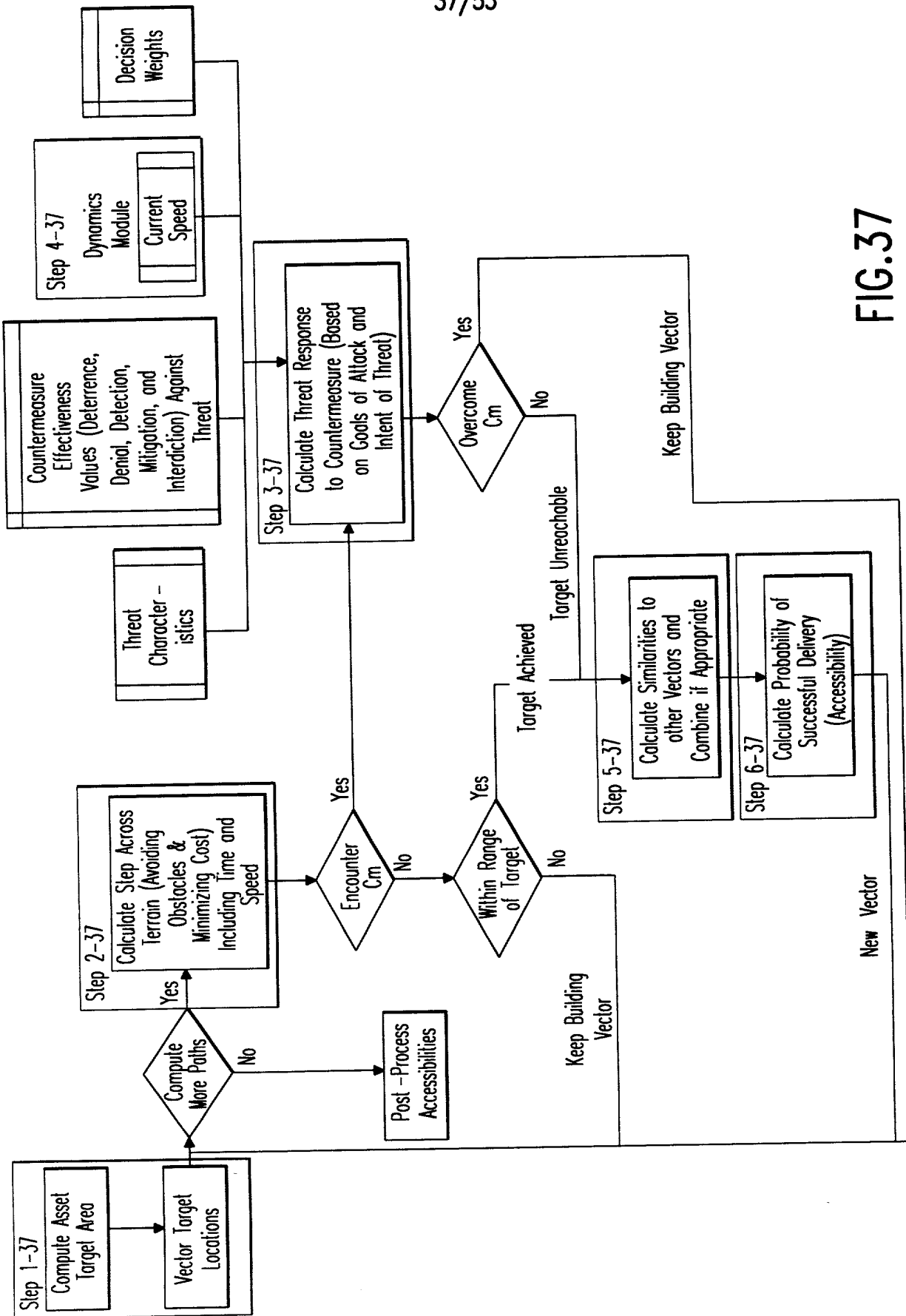


FIG. 37

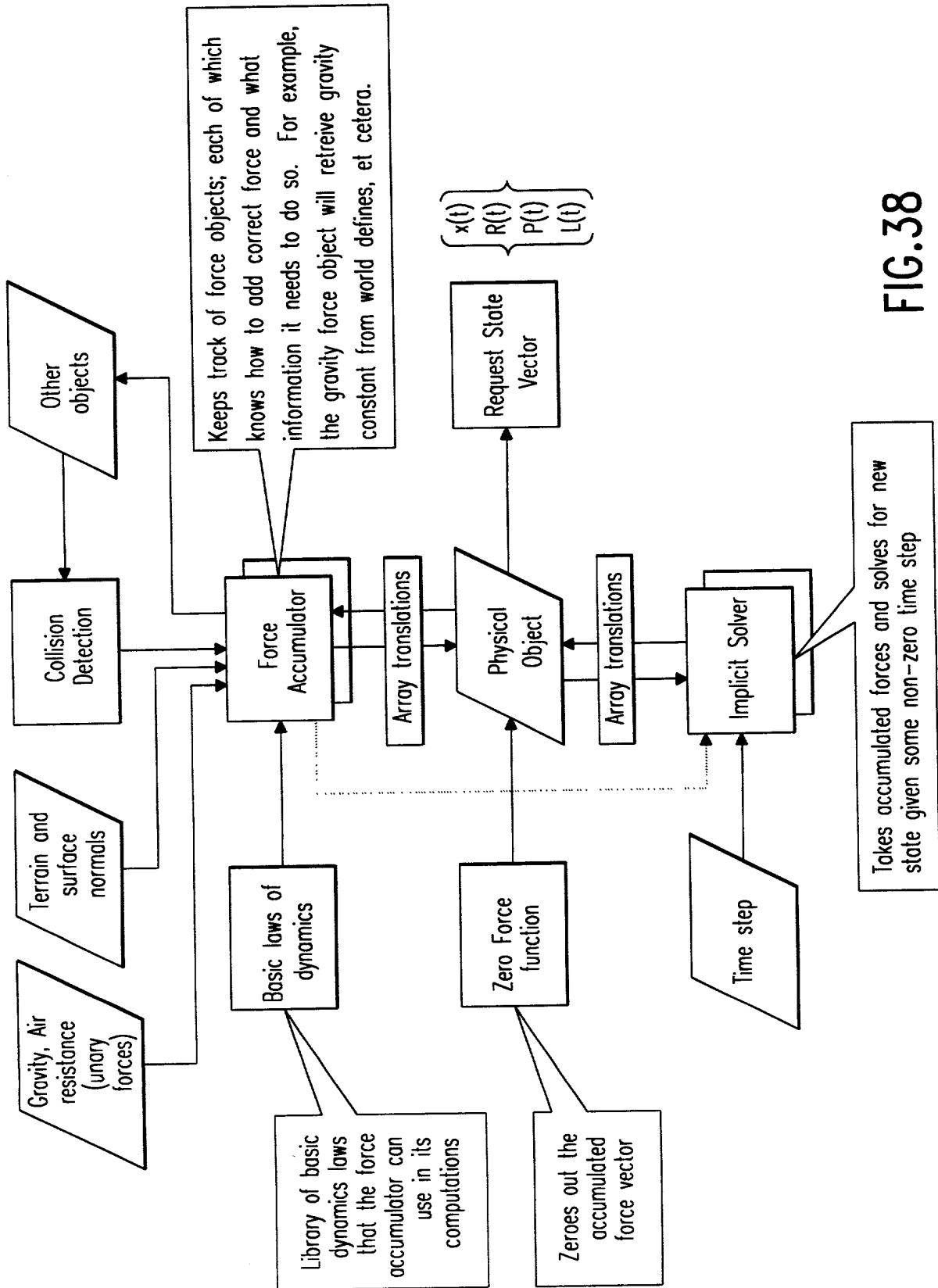


FIG.38

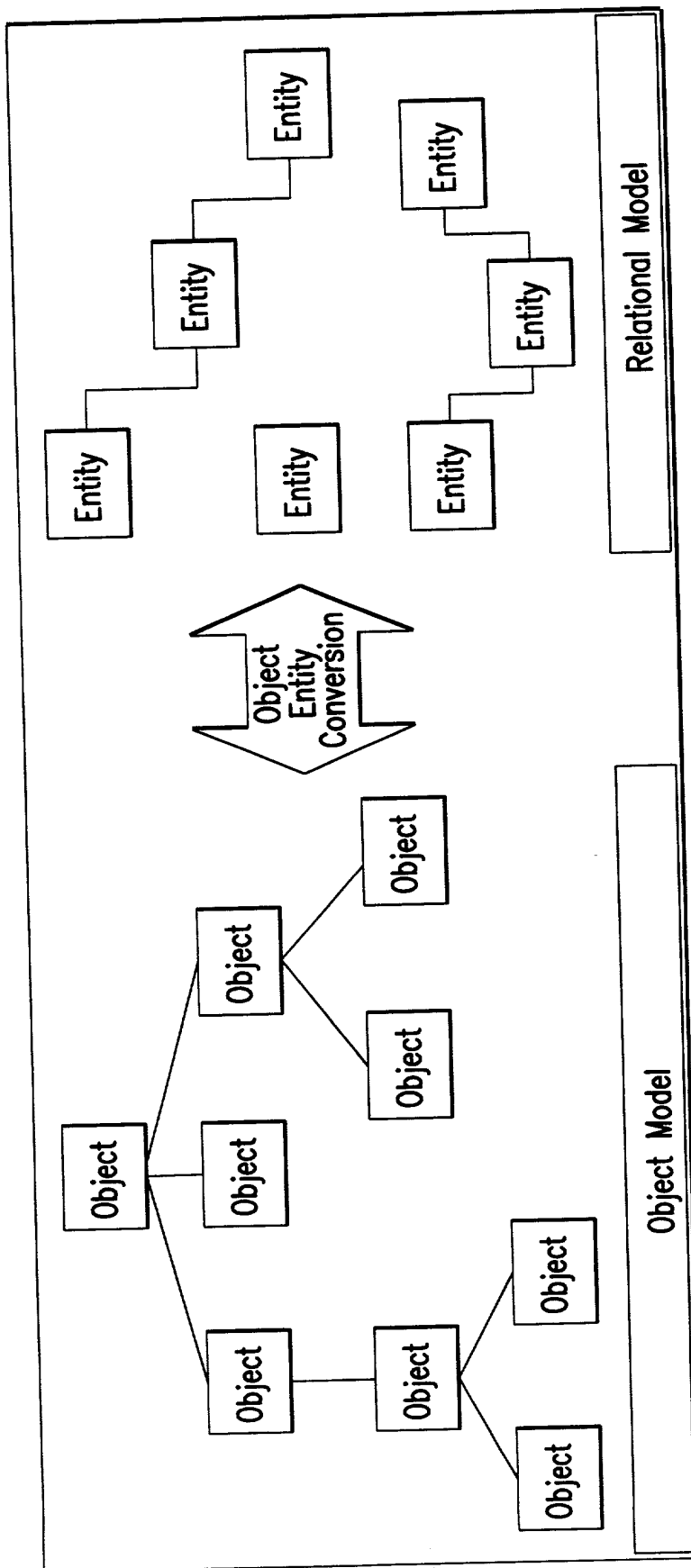


FIG.39

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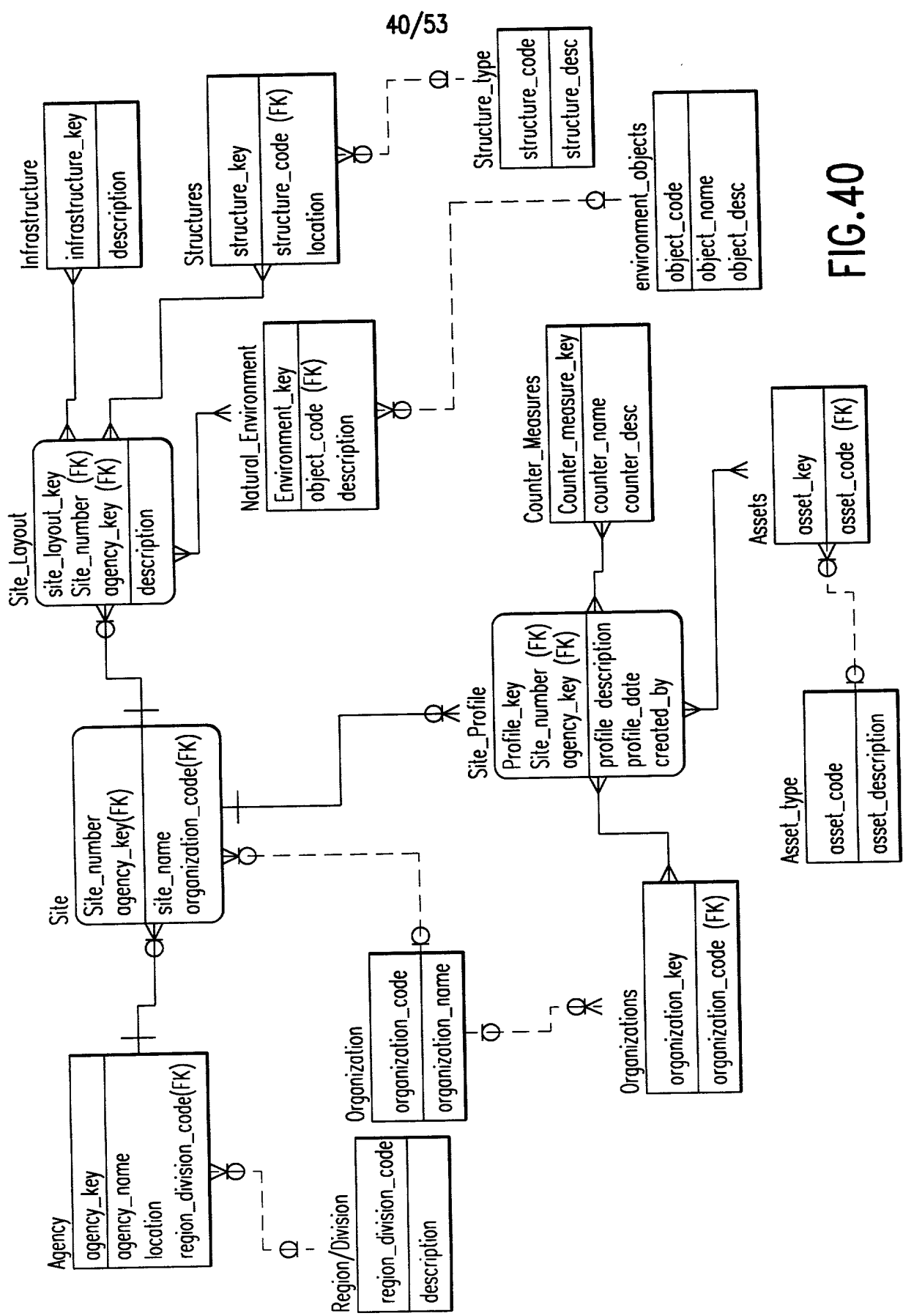


FIG.40

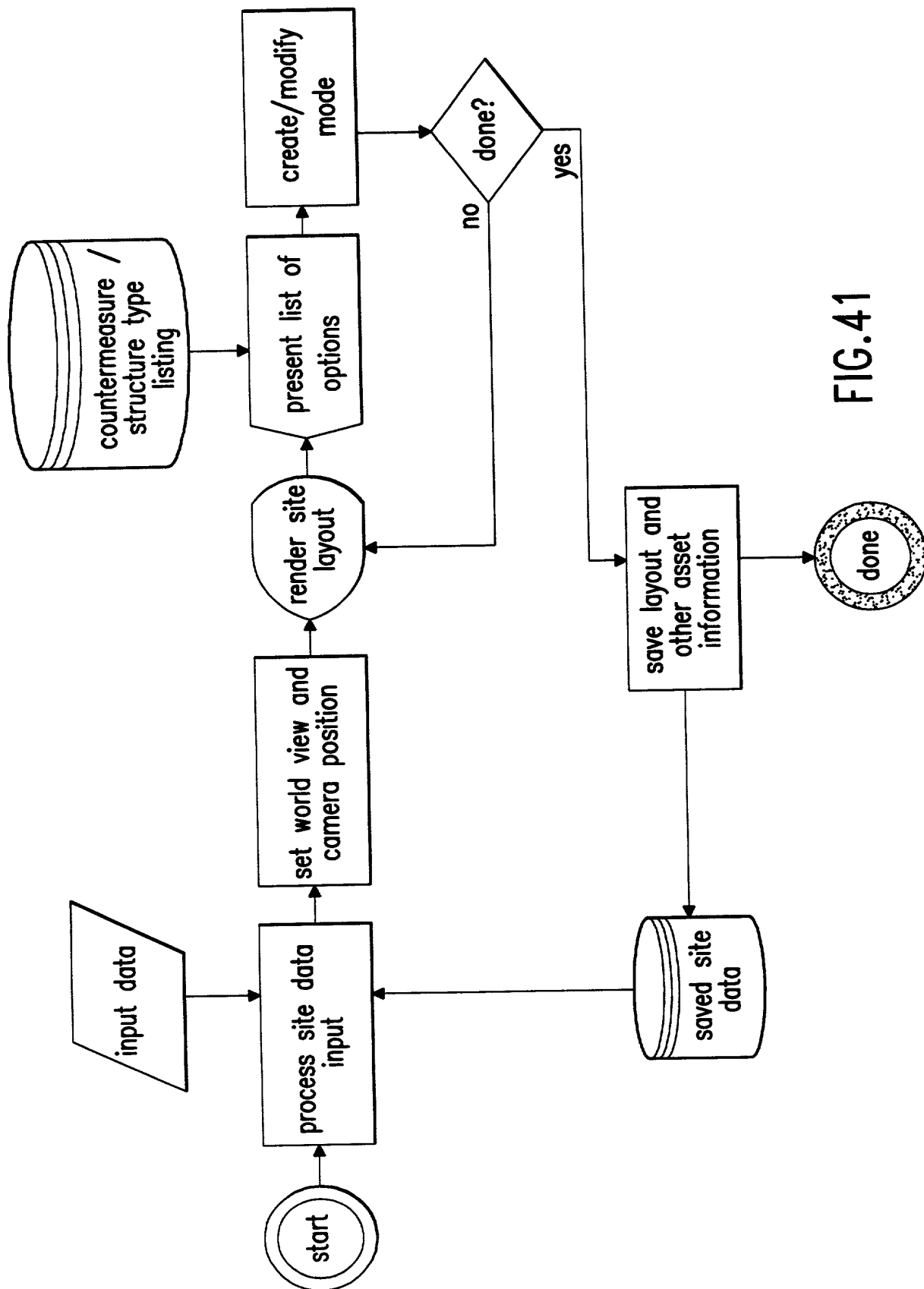


FIG. 41

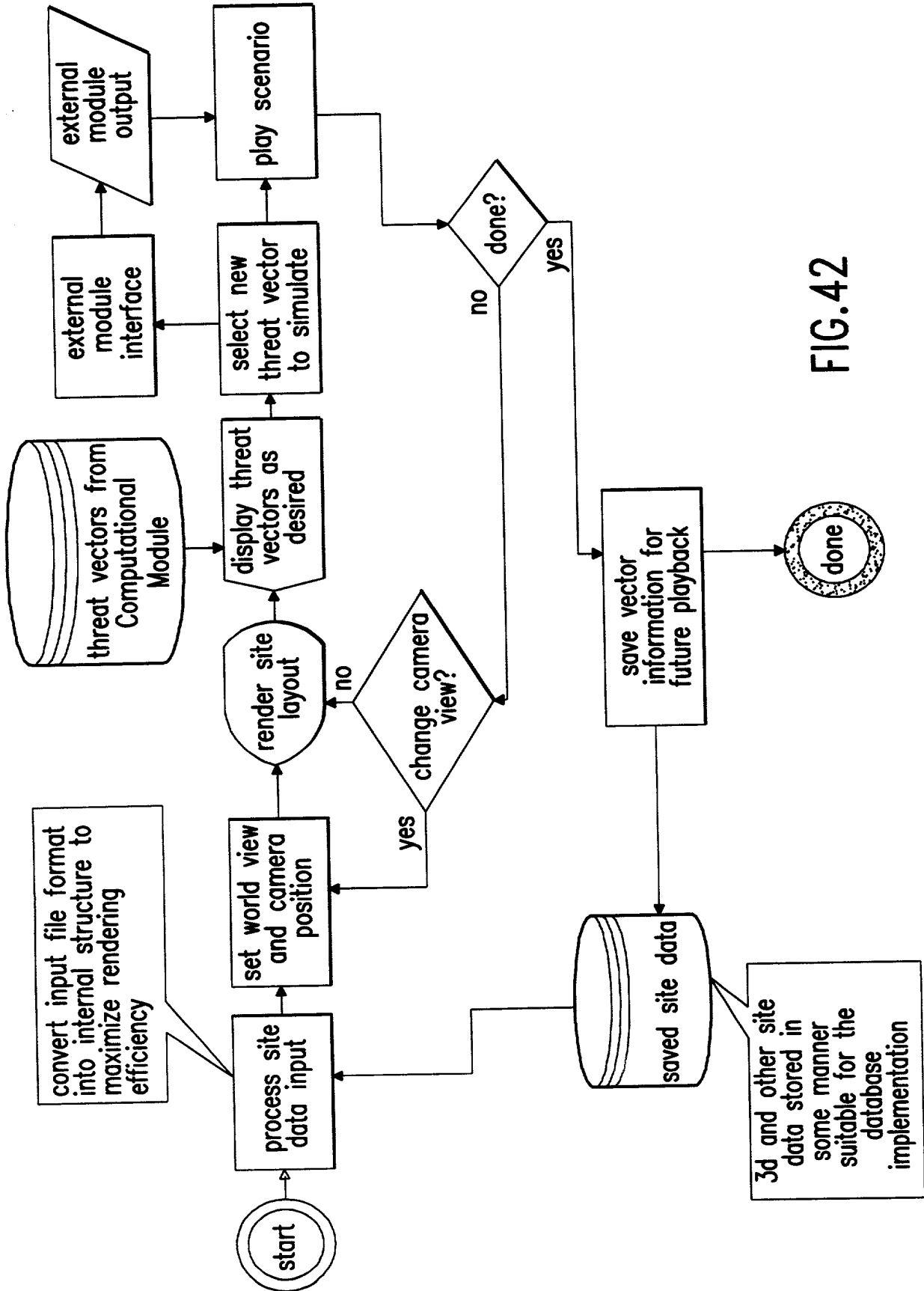


FIG. 42



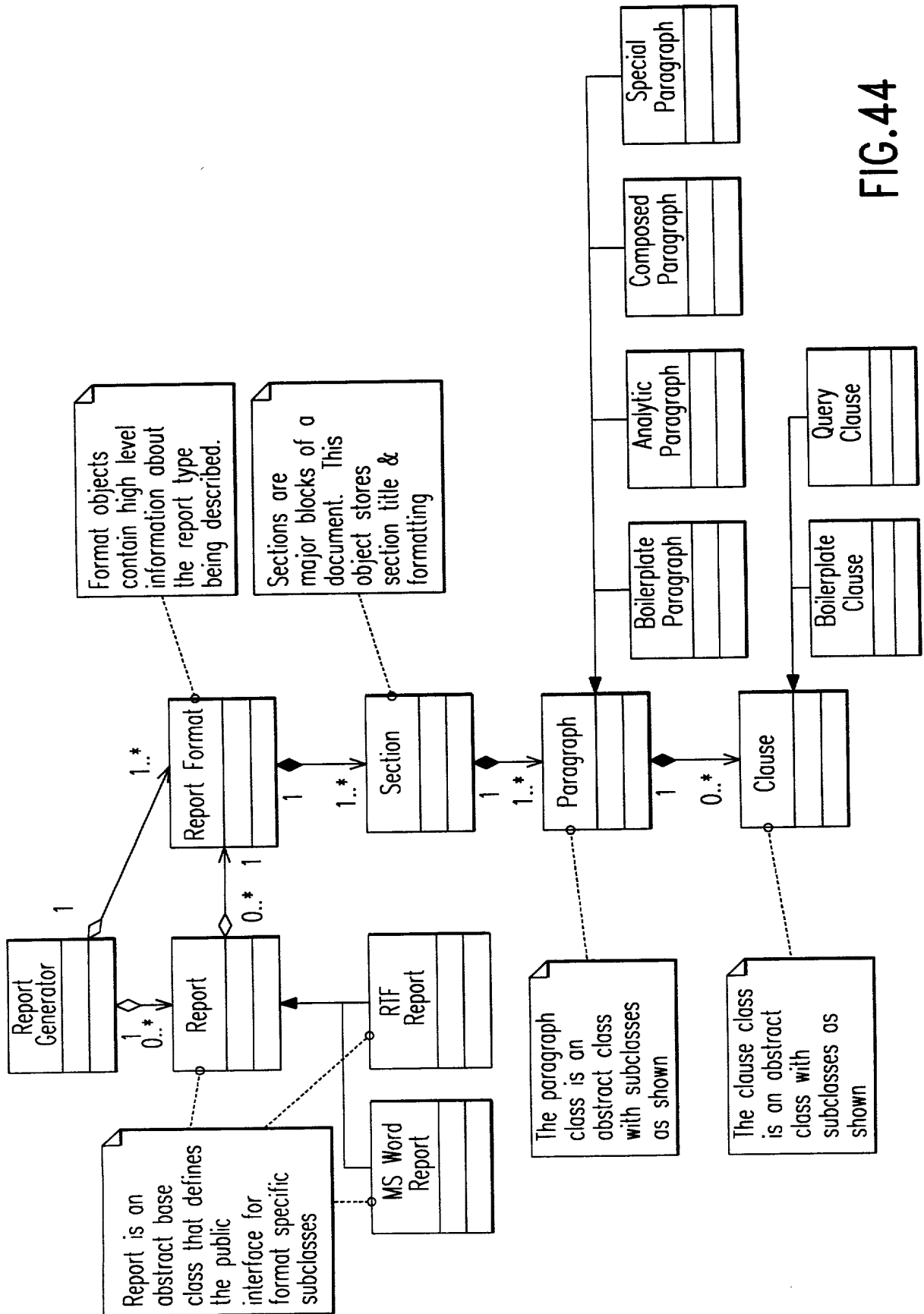


FIG.44

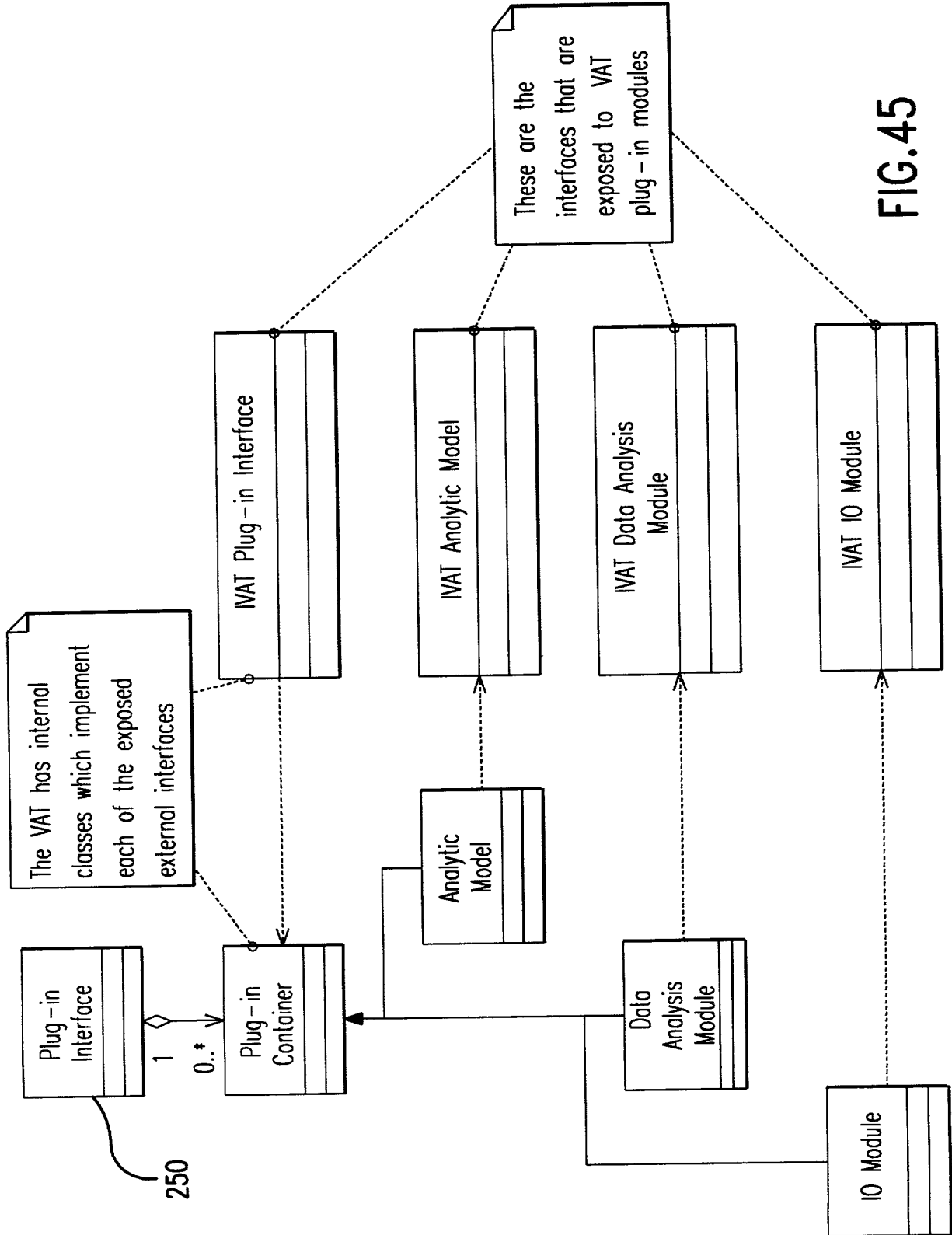


FIG.45

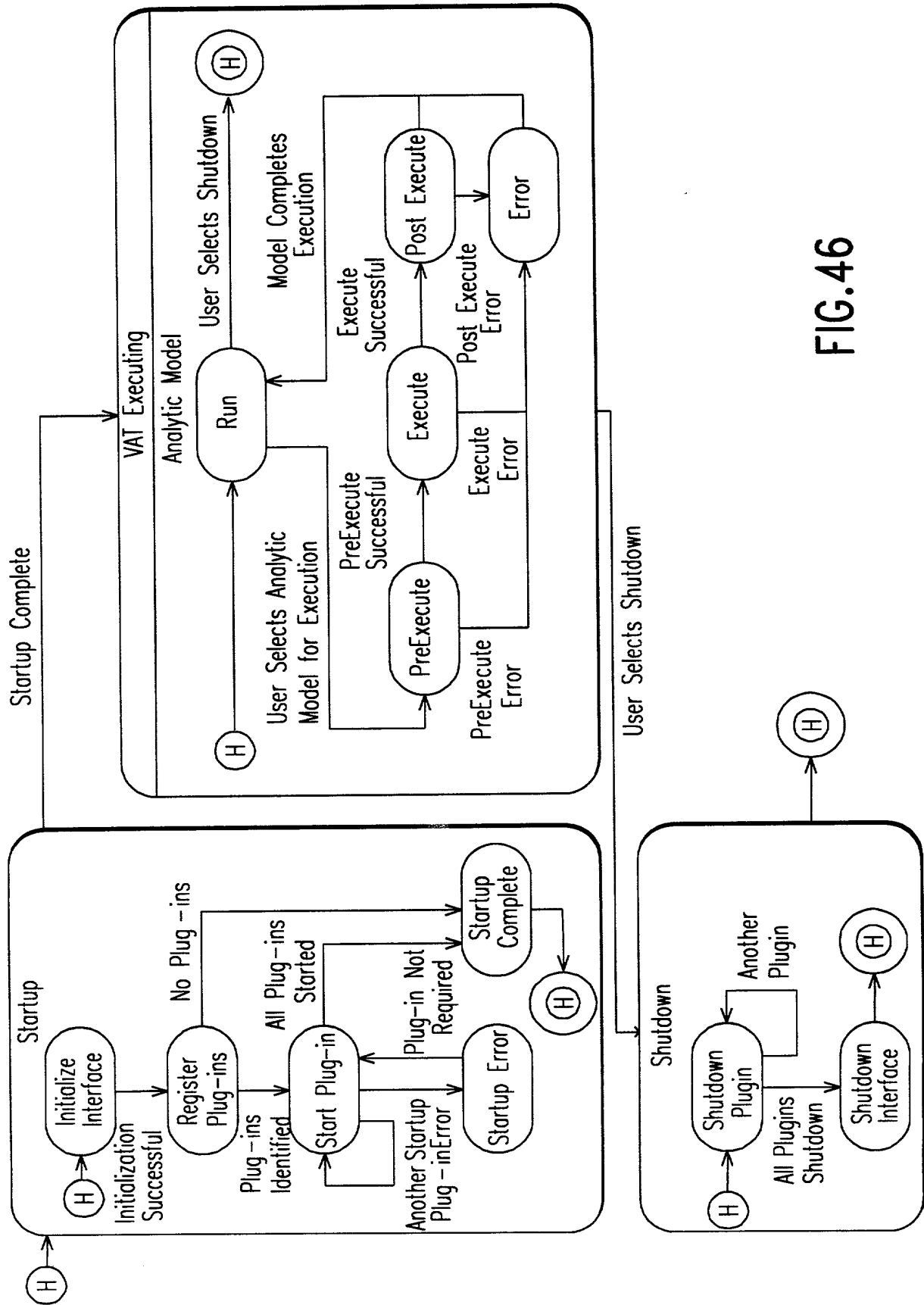


FIG.46



Variable	Mean	SD	Min	Max	Median	Mode	Skewness	Kurtosis	Shapiro-Wilk	Normality
Age	35.2	12.5	18	65	32	30	0.15	2.8	0.98	Normal
Gender	1.2	0.4	1	2	1	1	0.05	0.5	0.99	Normal
Marital Status	1.5	0.5	1	3	1	1	0.10	1.2	0.97	Normal
Education	12.5	2.5	9	16	12	12	0.20	3.5	0.95	Normal
Income	15000	8000	5000	35000	12000	10000	0.30	4.5	0.92	Normal
Occupation	2.5	1.5	1	5	2	2	0.15	2.0	0.96	Normal
Health Status	1.8	0.6	1	3	1	1	0.05	0.8	0.99	Normal
Stress Level	3.5	1.2	1	5	3	3	0.10	1.5	0.97	Normal
Life Satisfaction	4.2	1.0	1	5	4	4	0.05	0.5	0.99	Normal
Work-Life Balance	3.8	1.1	1	5	3	3	0.10	1.5	0.97	Normal
Family Support	4.5	0.8	1	5	4	4	0.05	0.5	0.99	Normal
Community Involvement	2.8	1.0	1	5	2	2	0.15	2.0	0.96	Normal
Personal Growth	3.2	1.1	1	5	3	3	0.10	1.5	0.97	Normal
Overall Well-being	3.5	1.0	1	5	3	3	0.10	1.5	0.97	Normal

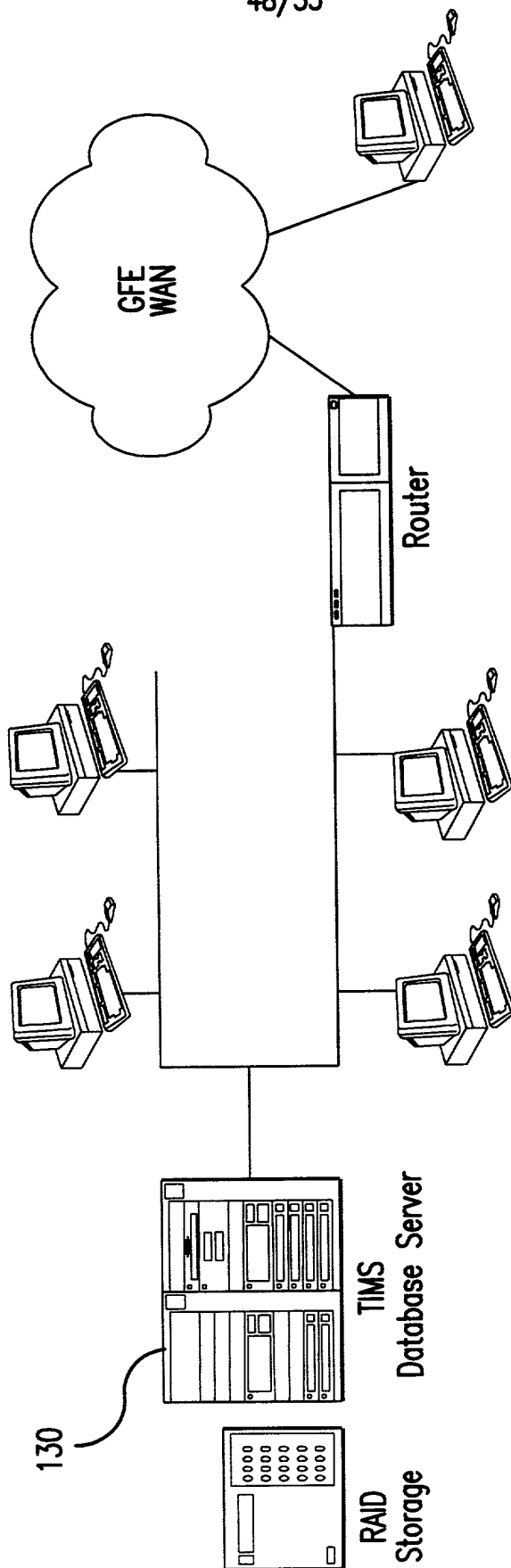


FIG.48

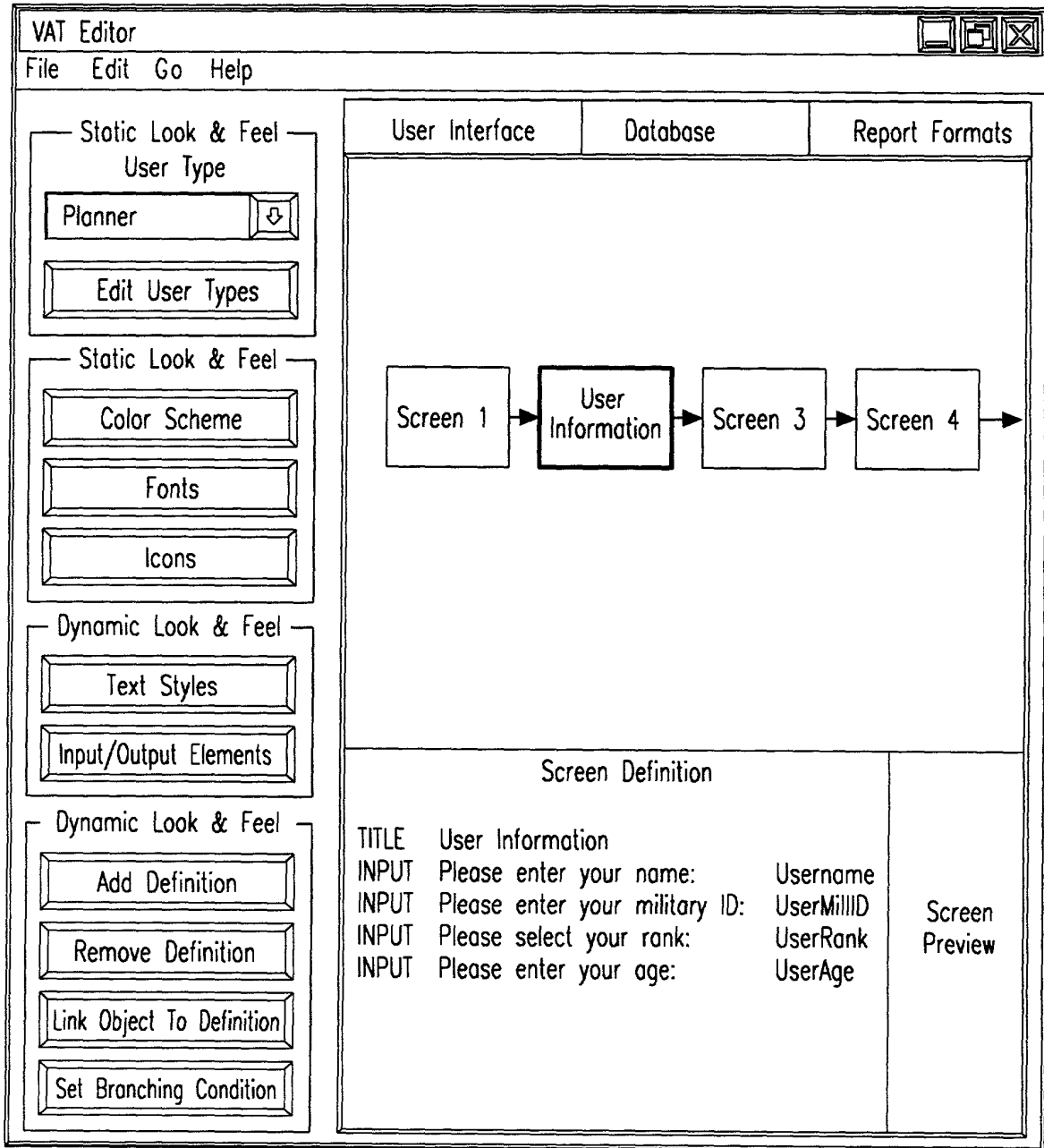


FIG.49

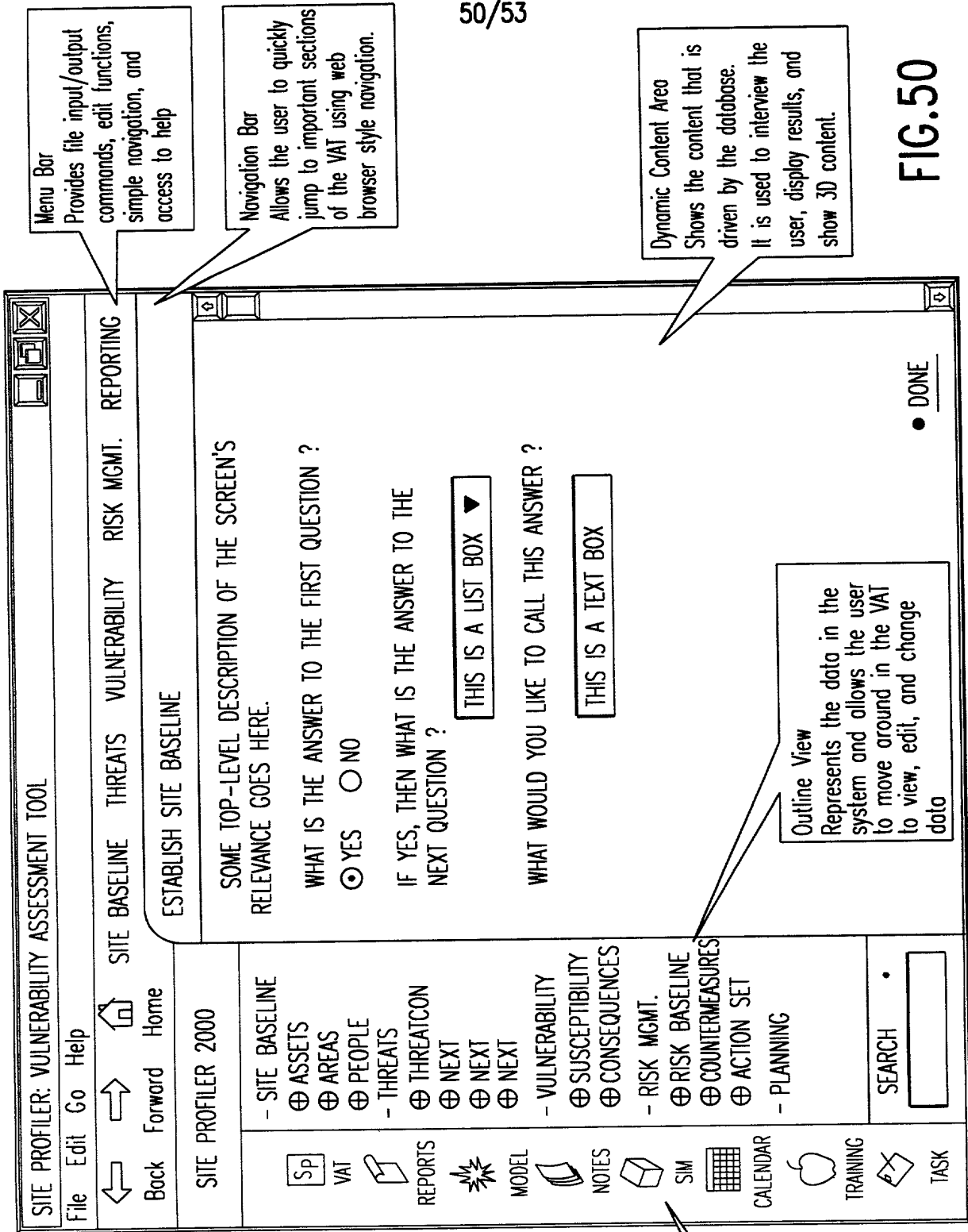


FIG.50

Nodes in the Node Tree have pointers to descriptions of their user interface. Each node can have multiple user interfaces associated with it. Different ones are used for different types of users.

Each GUI description object describes the GUI for a node. It can contain database input, output, buttons, graphics, charts, and graphs. It can also specify what node GUI should be shown next. If a node is not specified then the GUI Engine will determine the next one based on the Node Tree relationships and data dependencies.

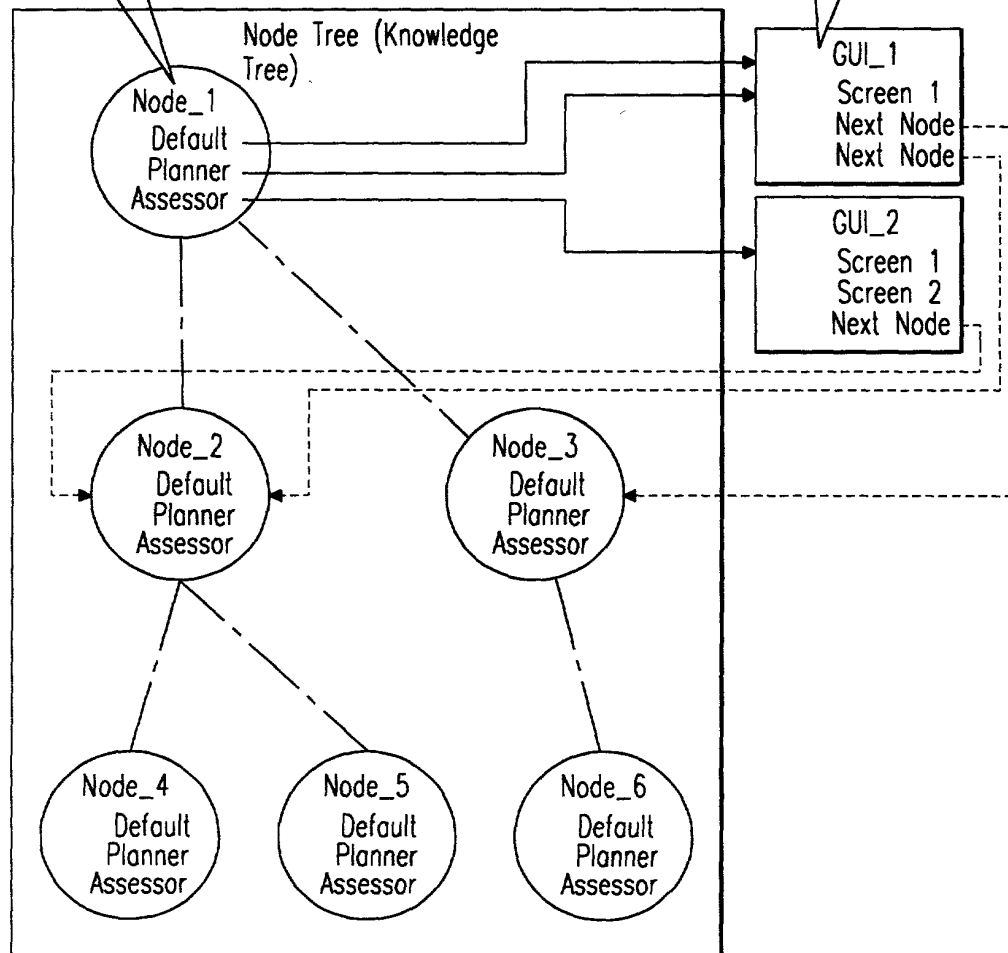


FIG.51

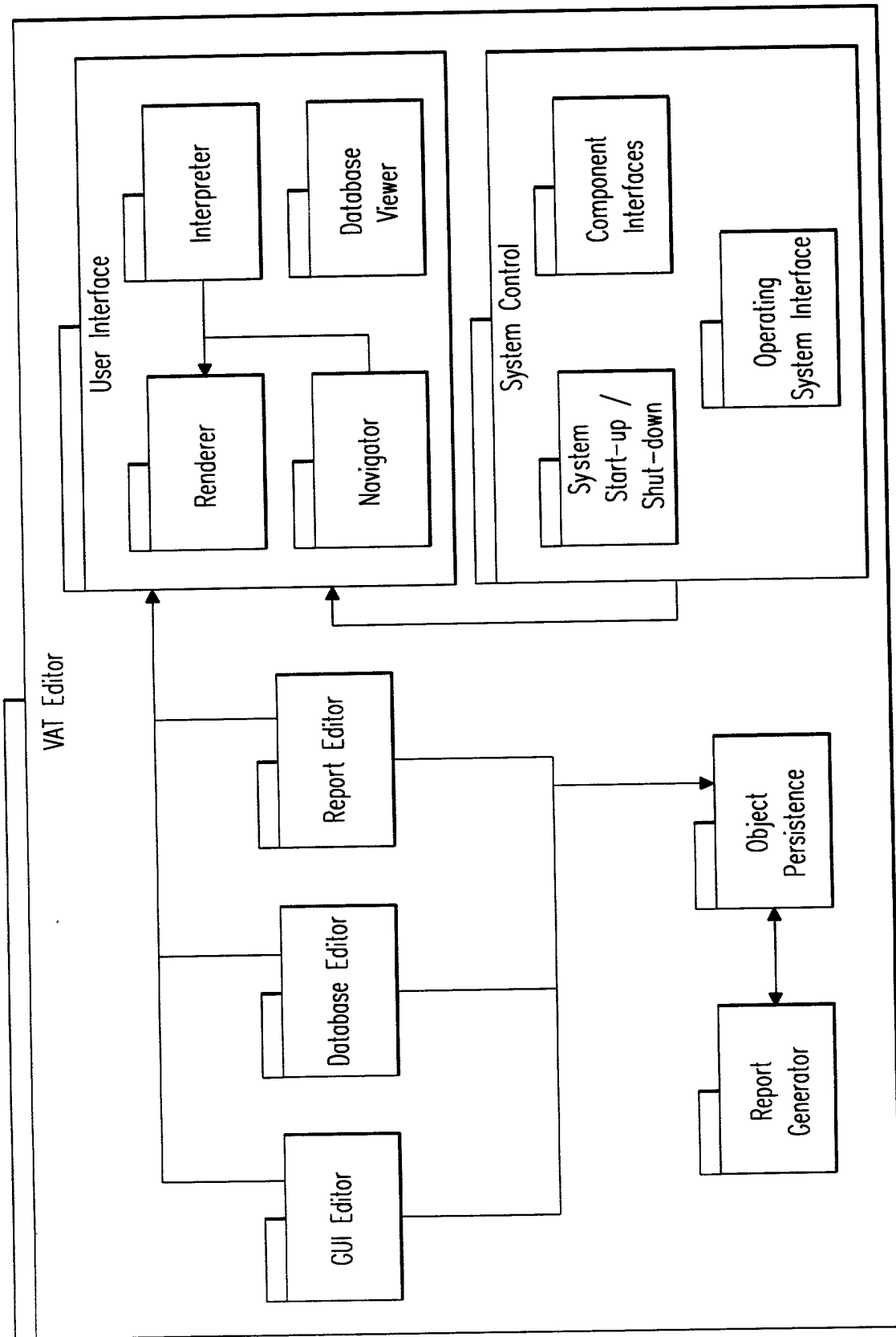


FIG.52

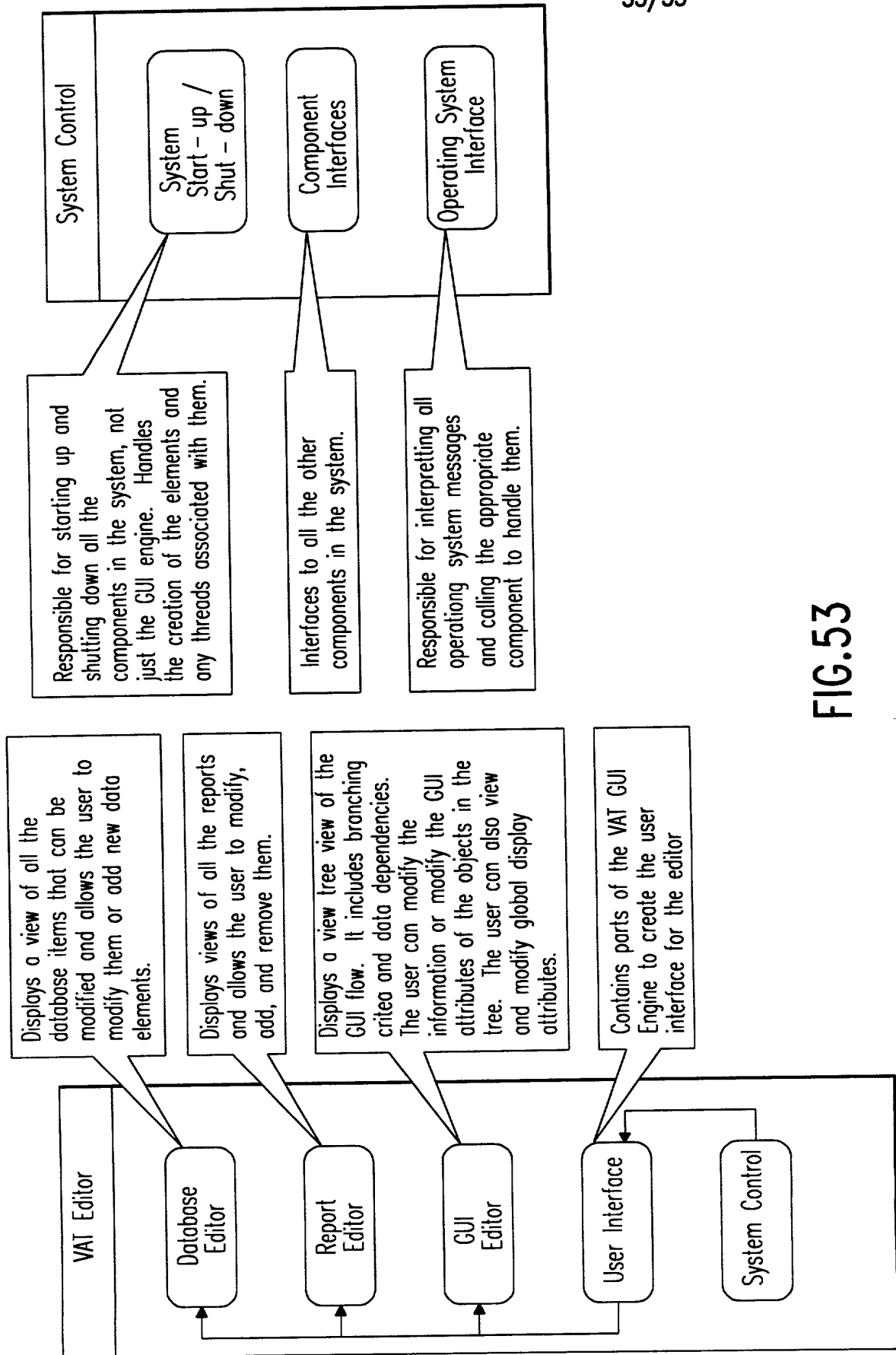


FIG.53